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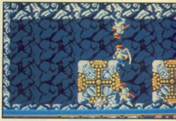

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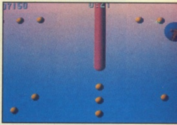

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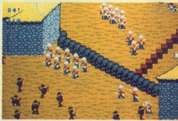

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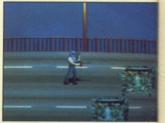
WOMBLES SIGN

Again Again have scored a major coup by securing the onscreen services of those ecologically-minded South Londoners, The Wombles. The lovable litter-gatherers are currently the subject of renewed interest with their recruitment by the Tidy Britain group to help publicise Spring Clean Day (March 30th) and Tidy Britain Year, and with the announcement that, in keeping with the current interest in "green" issues, Central Television have commissioned two half-hour womble specials. The first of these will be screened this summer and will feature Orinoco, Great Uncle Bulgaria, Bungo and Tobermory cavorting rather further afield than previously (apparently one of their trips will take them to visit a cousin in the Brazilian rain forests!). *The Wombles* will be ready for your Amiga this June.

Q'EST QUE C'EST?

Just why have we seen fit to print a pic of well-known mad genius and chief Talking Head David Byrne? Well, for one thing, CRL have just announced the impending release of a spooky-your-car-is-broken-down-miles-from-civilisation-and-there's-a-madman-loose-fantasy-role-playing-ish thingy called, by total coincidence, *Psycho Killer*, which is, as any fool knows, the name of an utterly brilliant and deranged Talking Heads single of a few years back. And, for another, a nice man at Warner Brothers Records has very kindly offered to donate five copies of Mr Byrne's very wonderful new album, which sees him come over all Latin-American and goes by the name of "Rei Mondo", to the first five CU readers to have their name drawn from Tony Dillon's sweaty biker boot (entries to *Psycho Killer* Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1 3AU). What more reason do we need?

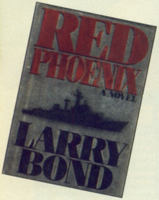


OCEAN GET NARC-Y?

Ocean Software are rumoured to be front-runners in the race to sign the controversial coin-op *Narc*. This charming Williams arcade game pits you against an unscrupulous gang of drug traffickers whom you do away with in a variety of graphically gory ways (for instance, when you destroy a helicopterload of baddies, charred dismembered limbs rain down on the highway). But as yet, no deal has been signed, according to an Ocean spokesperson. Nevertheless, it does seem certain that *Narc* will be featured on your local softshelves before long — it'll be interesting to see how the eventual licensee's lucky marketing department handle this little number!

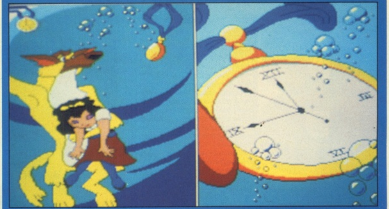
MIRRORSOFT SEE RED

Mirrorsoft have just acquired conversion rights to best-selling novel "Red Phoenix", written by Larry Bond (who, with Tom Clancy, co-authored "Red Storm Rising"). Having spent eighteen weeks on the New York Times Bestseller List, "Red Phoenix", which tells the story of a second Korean war, will no doubt fare similarly well with fans of military sims. Bond is himself considered to be one of the world's leading experts on military simulations, and has previously worked with board games and computer sims when not churning out literary masterpieces.



OCEAN POSSESS TOTAL RECALL

Word reached our shell-like ears that Ocean have just signed up Arnold Schwarzeneger's yet to be released new movie "Total Recall". Directed by Paul "Robocop" Verhoeven, details on this eagerly-awaited sci-fi smash are currently scarce, but it's understood that the film will be released in the U.K. in July with Ocean's game following just in time for Christmas.

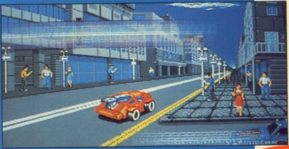


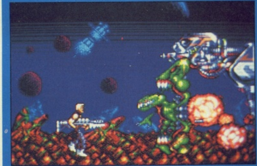
ALL DOGS GO TO HEAVEN

Unlike Don Bluth's previous El release *All Dogs Go To Heaven* is, according to press packs, a pseudo-educational game. Completing a section rewards you with a digitise sound and graphics sequence taken straight from the film. One for the kids, rather than the hack 'n' slashers, wethinks. Showing in the first week of April priced at £24.99.

HOT ROD

Fresh from the Activision motor works comes this four-player conversion of the highly successful coin-op. Lots of scrolling, crashes and the odd repair show abound on the multiple twists and turns. With the addition of a plug-in Dongle the Amiga version will also feature a four player mode. All the more reason to invite your mates round for a hot cocoa.



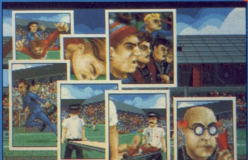


ASTRA MARINE CORPS

Fresh from Dynamic comes this tale of one man against the odds. The evil Deathbringers are holding the galaxy to ransom and must be stopped at all costs. Violent, frenzied, with parallax scrolling and big, big graphics, *AMC* should be liberating a sector near you soon.

EUROPEAN SUPERLEAGUE

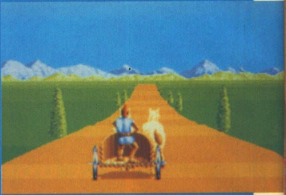
The football season draws to close with no sign of an early abatement of the current flood of soccer sims. This one puts you in the manager's seat in the dug out. Featuring all the potential superleague teams, it's down to you to choose one, handle its finances, training and all the other duties tied to the manager of a top level team. European Superleague should be out before FA cup final (if it's not rained off).



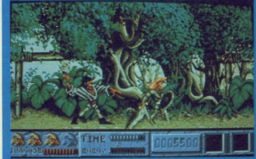
BUZZ

CARTHAGE

The Roman holiday island Carthage is the setting for Psygnosis' latest release. In a Spartacus-style tale you play an escapee hiding out in the countryside attempting to recruit army to fight back against the Roman oppressors. Fractal landscapes, chariot races and the odd township duels make up this second century tale. Hits the shops around about July.



IVANHOE

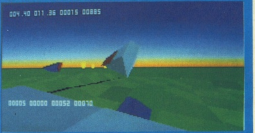


Ocean's latest offering features legendary swordsman Ivanhoe in a bid to deliver King Richard to safety, equipped only with shield, sword and his trusty horse Stinger. A horizontal scroller *Ivanhoe* is programmed by the usual Ocean mob plus a man famed for his work with Asterix the Gaul. More info next issue. Altogether now, Ivanhoooo!

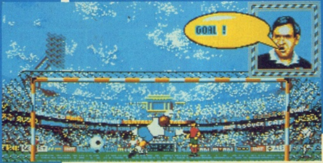
THUNDERSTRIKE

Set in the distant future, Thunderstrike portrays a world controlled by massive TV networks and defence industries. The biggest form of entertainment is the military Olympics; a kill or be killed flight combat game.

The Thunderstrike world is built completely out of polyhedrons, with TV cameras tracking the contestants every move, and showing the goriest details in slow motion.



WORLD CUP SOCCER '90



Italy, home of many a footballing great and, of course, the World Cup. This year there's no battling for the one licence, so everything gets a crack at the whip. In this sim from Virgin they offer features such as close up views of your mistakes and a stretcher team for those heavy tackles and action replays. Should be with us before the final whistle.

IF WAR IS HELL... DRIVE THE DEVIL'S MACHINE

CONQUEROR™

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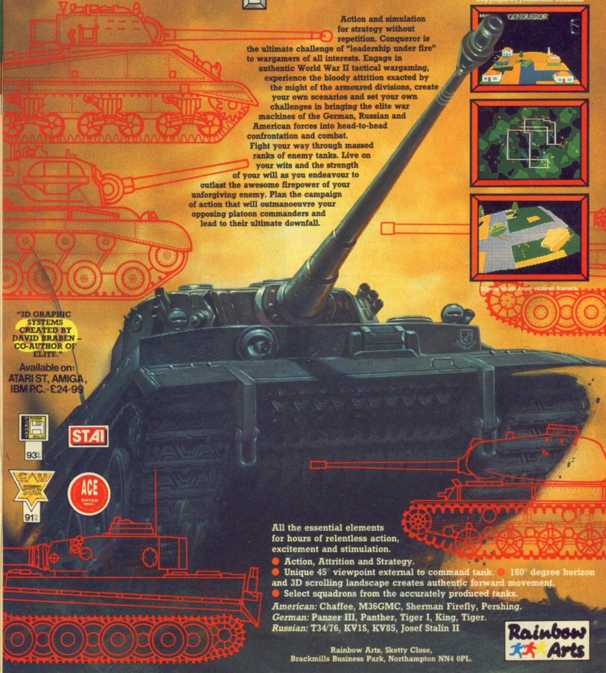

Screen shots from various formats.

Action and simulation for strategy without repetition. Conqueror is the ultimate challenge of "leadership under fire" to wargamers of all interests. Engage in authentic World War II tactical wargaming, experience the bloody attrition exacted by the might of the armoured divisions, create your own scenarios and set your own challenges in bringing the elite war machines of the German, Russian and American forces into head-to-head confrontation and combat.

Fight your way through massed ranks of enemy tanks. Live on your wits and the strength of your will as you endeavour to outlast the awesome firepower of your unforgiving enemy. Plan the campaign of action that will outmanoeuvre your opposing platoon commanders and lead to their ultimate downfall.

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BUZZ

USG FOR ITALY

US Gold are entering into the fray — as they join Grandslam, Activision and Virgin Mastertronic in the race to produce the top-selling licence for this year's World Cup.

By no means the company's first footie game, *Italy 1990*, we're told will be a *Kick Off*-style arcade game with all of the finalists in it.

But will the latter imperil USG's release date? Their spokeswoman told us: "It's actually quite simple to change names and the colours of the strips".

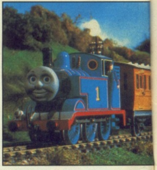
AMIGAS FOR ISRAELI FORCES

In what has to be one of the most aggressive uses of the home micro, word from the US tells us that the Israeli forces are using the Amiga as a training tool for battleground scenarios in the Middle East.

Amigas are being used to create tailor-made simulations of potential flare ups in this — one of the many troubled parts of the world.

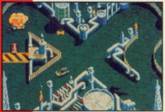
It's not know whether the micros are being used for intelligence purposes, but this new application for the Amiga gives games such as 16 Blitz's *Conflict* a chilling new twist.

THOMAS PUFFS IN



Again Again will shortly be releasing an Amiga version of teatime TV hero, Thomas The Tank Engine. Thomas, accompanied by his faithful coaches Annie and Clarabelle, Bertie The Bus and The Fat Controller will be chugging your way in late spring at a bargain price.

DOMARK TO GRAB BADLANDS



It seems likely that the latest five game contract under negotiation between Domark and coin-op giants Atari/Tengen will include the futuristic *Super Sprint-style* driving game *Badlands*, released in the arcades earlier this year. Although a spokesman for Domark refused to confirm or deny rumours to this effect, we'll eat the Ed's thinking cap if this unusual drivealong, which pits you against cars in a race through a post-nuclear wasteland, isn't soon cluttering up the shelves of your local softshop.

MIDI MADE SIMPLE

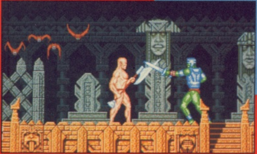
Remember our music feature last April? Up until now the most widely used Amiga SMPTE/MIDI sequencing package was *Music X*, an excellent package for professionals, but difficult to use and at £225 was out of much consumer price brackets. So publisher Microillusions came up with the novel idea of a cut down version. So what you get now is an almost complete Midi sequencer for under £100. On shelf around April, oh and expect a follow up feature soon.

MIRRORSOFT SIGN RINGS BOOK

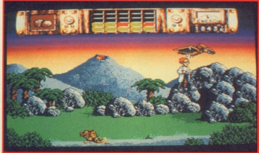
Mirrorsoft have just announced their intention to produce a game based on "The Twin Towers", one of the three books which make up J.R.R. Tolkein's legendary fantasy trilogy "Lord of the Rings". Best described, according to Ms. A Pressperson, as "a strategy war game with a twist", *Riders Of Rohan* will feature loadsasubgames, a few arcade sections and reputedly gorgeous graphics, and will be released later this year on the Imageworks label. "Riders Of Rohan" is by no means the first Tolkein licence to appear; under previous deals Melbourne House produced *The Hobbit*, *War In Middle Earth* and *Lord Of The Rings*. Nevertheless, demand for Tolkein-based games seems inexhaustible — according to Mirrorsoft, *Riders Of Rohen* is likely to be just "the first of a planned series based on these classic books".

GORE

From the team that brought you *Menace* comes this excuse for niceties. In a traditional hack and slash vein — the general objective is to kill or be killed. We've been told that complete dismemberment is the only way to put the bads guys down, pleasant eh? Swords, sorcery and violence, it'll be tearing into the shops around June.



TIME MACHINE



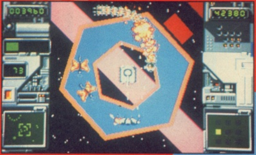
The new one from Mev Dinc and his friends, collectively known as Vivid Images, *Time Machine* lets you put on the ill-fitting white coat of a scientist who has finally succeeded in creating a time machine which then breaks down, scattering pieces to the four corners of the time continuum. Travel through the various eras, righting all wrongs created by the machine and check out a cute interpretation of the evolution of man. Should be released in time for the PC show.

ROTEX

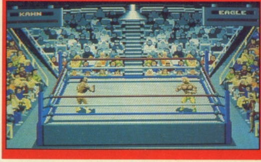
US Gold's next original shoot 'em up is to be set on a space station which has constantly shifting floors.

With overhead perspective, *Rotox* will employ the Rotoscape game system, making the player contend with the sudden appearance of deadly holes in space.

Games players are promised a difficult ride. *Rotox* on the Amiga will be out around May time.



INTERNATIONAL CHAMPIONSHIP WRESTLING



Dust down your leotard and practice your piledrivers for computer wrestling is making its comeback. This latest one from Hewson has you up against the cream of the world circuit. Lots of moves and grunts and thuds are promised, as you battle your way to world champion status. Available mid-April at one pee short of twenty-five quid.

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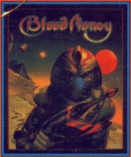

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C&VG Hit -
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ST/Amiga Format Gold Disk Award! - 90%
"This game is so visually brilliant and possesses those classic addictive qualities that once you've picked up your joystick you just won't want to put it back down again".

C + VG Hit!
"If you're into missiles, bombs and explosions in large, classy quantities, Blood Money is a game you should try and buy without delay".

ZZAP - 94%
"Save every penny you can get your hands on and acquire Rocket Ranger".

Amiga Format - 90%
"Those who like a good puzzle and a bit of strategy will find Rocket Ranger compulsive".

Ace Rating - 814
"Superb graphics with arcade action and strategy - probably the best Cinemaware game yet".

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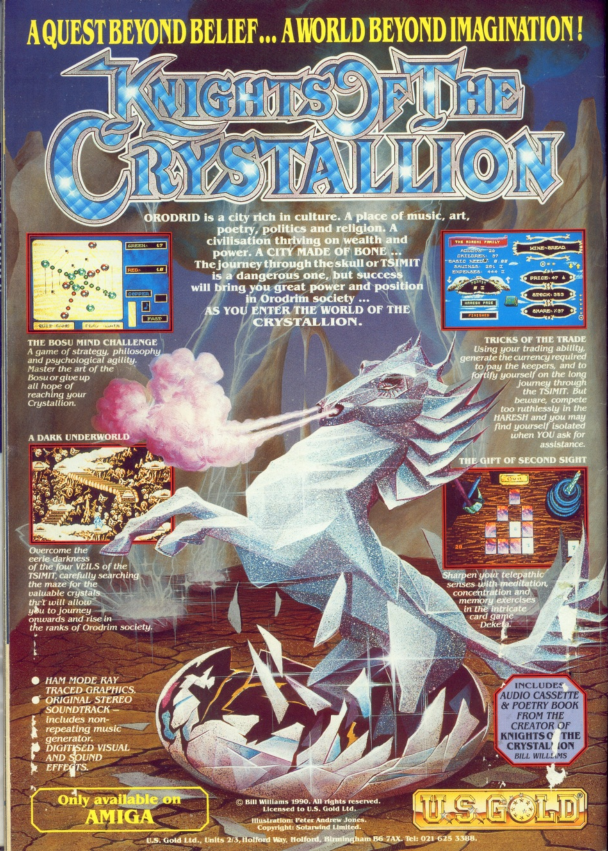

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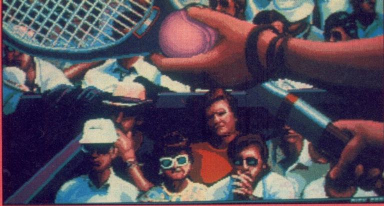
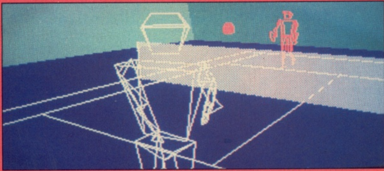


3D Tennis will balance 3D vectors with more conventionally realistic stills

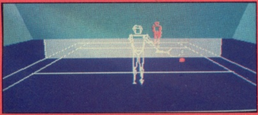


You'll be able to view the actions from many different angles.

3D TENNIS

Anyone for an innovative game? Insight takes the wraps off a simulation with a difference. "New balls, please," yells Tony Dillon.

In the final versions, the players will be able to run towards the net, crouch, jump, smash and lob — just like real tennis!



This one's under development by New Frontier Productions, a new team fronted by ex-Infogrames UKer, David Crosweller.

As a rule, tennis games are a bit old hat. With newer and better technology companies do seem to be trying to improve on the tired old style, but nobody is really doing anything radically different. Until now that is. Dragged away from an important meeting with a Silk Cut and a cup of coffee, my eyes were drawn to a demo of the newest of all tennis games, — 3D Tennis looks set to take this genre a large step forward in the right direction.

The programmers themselves are not without repute. Mainly coded by Nick Shulver and partner Steve Cooke, both men are steeped in the art of programming games. One at Nick's claims to fame is that he programmed a large number of the very first MSX titles, including such giants as *Mr Wong's Loopy Laundry!* They are both 'excited' about *3D Tennis* and admit that it has been 'a bit of a challenge'. "The main problem", suggests Nick "is getting the speed. Each body is made up of fifteen 'blocks' each made up of at least six polygons, and when you add that to the pitch and all the backdrop details all being drawn at once, getting the speed right is a very tricky thing."

A quick glance at the screenshots on this page will tell you that *3D Tennis* is no ordinary 'set the camera up at the end of the court, 'watch two sprites and hit a white dot' game. Nor is it the slightly cute Japanese watch the ball increase and decrease in size sort of thing either'. *3D Tennis* has been designed like a cross beween that old chestnut, *Mercenary* and a scientific, computer representation of how the human body moves.

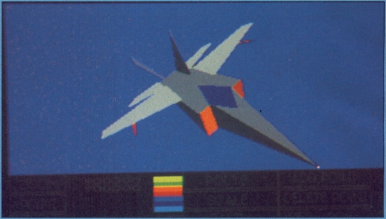
3*D Tennis* is designed to be a realistic simulation without all that nasty sweat, but it's so user-friendly that you can adjust it to suit any player. Says Crossweller: "3D Tennis is very adaptable. I'm a firm believer that not everybody benefits from training. Some people could spend two days solid practising a lob and just not get any better at it. What 3D Tennis does is that the computer will help you out. If you spend half an hour practicing a smash, then even if you don't improve, the computer will make it slightl easier for you to smash in future. so you *do* benefit from your efforts".

Training doesn't come cheap, and this is where the management side of the game comes in. In the final version of *3D Tennis* you'll manage yourself, arrange exhibition matches (if you can) and coach yourself, all of which costs. There are five managers in the game, any one of which you can employ for a fee. They will be able to secure you matches and, sometimes, even free training. But, once again they don't come cheap.

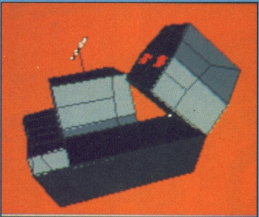
When Insight pressed him for a release date. Crossweller cautiously told us: "Before Wimbledon", but more realistically, *3D Tennis* should be bouncing onto the software shelves by the beginning of May. Watch out for a full review soon.

F-19

One of the hottest flight sims now in development flew into our office this month. Mark Patterson reports.



An early mock-up of the Stealth fighter in its latest incarnation.



A SAM launcher prepares to fire

F-19 will soon be available on the Amiga. "Compact, black and beautiful" is how our plane-mad Advertising Manager describes the Stealth fighter. Expensive they are too — at around a hundred million dollars they have to be good.

In a pre-emptive strike Microprose produced an F-19 simulation on the PC at a time when the B2 stealth bomber hadn't even been glimpsed. And it was surprisingly accurate, further establishing Microprose's already reputable name in the simulation market.

Programming something like *F-19* is no mean feat. Because of the constantly changing size of objects such as planes and ground targets, using sprites at speed and giving depth to the graphics is almost impossible. Instead the world, it's armies, aircraft and buildings had to be completely constructed from polygons. So far *F-19* and its contents are looking very good. The landscape has been mapped out precisely, even down detailing islands like Crete and Malta.

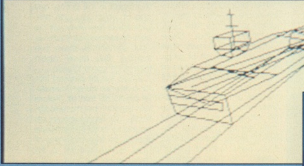
Claims the programmer, "it's not just the ability to say which shape goes where, it's the art of working out at what point the shapes should be hidden and at which angle they need to enlarge to keep things proportionate. With up to one-hundred-and-sixty polygons on screen you can appreciate the skill involved in keeping track of them". Most of the space craft and structures have been created on a home grown editor, allowing full control over all constructions.

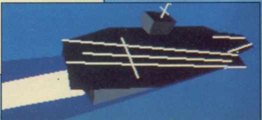
Rather than the usual dog fighting, *F-19* goes for the silent and deadly strike, dispatching enemy radars, bunkers and installations.

You'll be piloting a plane whose main ability is secrecy, giving off as low a radar signal as possible.

When it comes to missions there'll literally be hundreds. Microprose claim that they're aiming at fewer but quality releases this year — *F-19* will be the first of their £29.99 "premium price" products — and tell us that well-researched products are going to be their hallmark.

F-19 looks as though it's going to one of the smoothest, fastest, complete flight games yet to appear on the Amiga. Microprose promise it will be unlike any other flight simulation around, and from what I've seen I'm inclined to beleive them.





The early line vectors have been designed on a custom-built editor and then colourised.

THIS IS THE 90's
THIS IS
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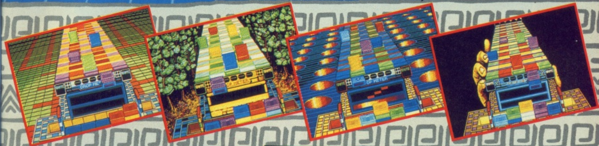
THE TIC-TAC TILE GAME

It's simple in concept and easy to play. Catch the coloured tiles with the paddle and flip them into the bins to make same coloured stacks, diagonals and rows of three. Sounds easy? It is! The hard part is pulling yourself away from the game.

- The latest craze from California!
- 99 waves of sheer fun!
- The fastest selling coin-op ever!
- Addictive and challenging.
- Make multiple klaxes for massive points!
- Challenge your friends in head-to-head action.



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TENGEN

The Name in Coin-Op Conversions

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Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25",
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Programmed by: Teque Software developments Ltd. Atari ST Screenshots

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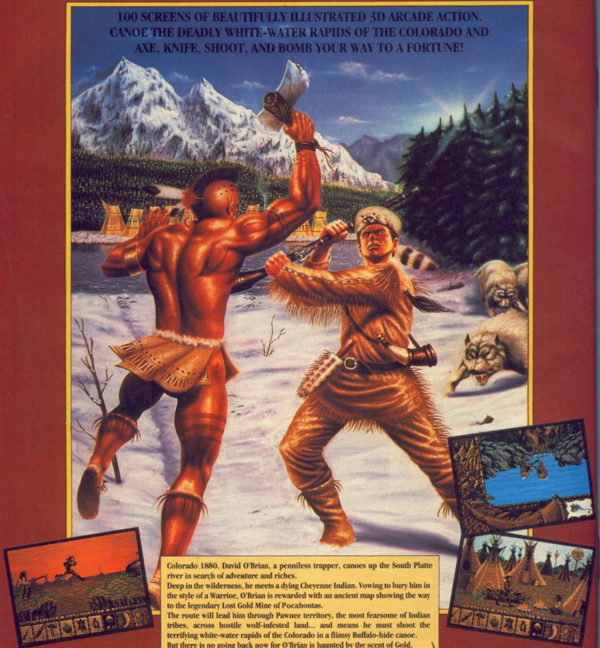
COLORADO

100 SCREENS OF BEAUTIFULLY ILLUSTRATED 3D ARCADE ACTION.
CANOE THE DEADLY WHITE-WATER RAPIDS OF THE COLORADO AND
AXE, KNIFE, SHOOT, AND BOMB YOUR WAY TO A FORTUNE!

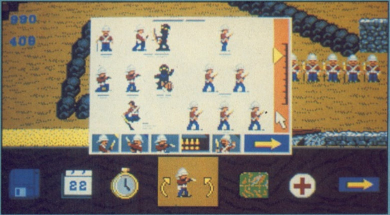


Colorado 1880. David O'Brian, a penniless trapper, canoes up the South Platte river in search of adventure and riches.
Deep in the wilderness, he meets a dying Cheyenne Indian. Vowing to bury him in the style of a Warrior, O'Brian is rewarded with an ancient map showing the way to the legendary Lost Gold Mine of Pocahontas.
The route will lead him through Pawnee territory, the most fearsome of Indian tribes, across hostile wolf-infested land... and means he must shoot the terrifying white-water rapids of the Colorado in a flimsy Buffalo-hide canoe.
But there is no going back now for O'Brian is haunted by the scent of Gold.

Silmarils

AMIGA · ATARI ST · IBM PC

MARKETED BY
PALACE
SOFTWARE



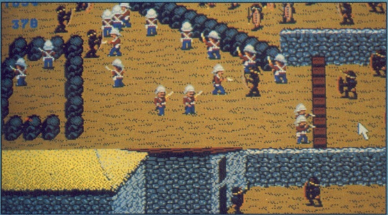
Go on, pull rank. Tell him what to do.

Impressions tale of cordite and the colonies is now underway, and soon it could have you cocking your Enfield rifle as you battle for your life and a King's shilling in nineteenth century South Africa.

Rorke's Drift will be putting you in charge of beleaguered British invasion force, which is holed out at a depot fighting thousands of Zulu warriors. The Battle for Rorke's Drift is not unknown — it featured in the Michael Caine movie "Zulu" — but the intention is to spend a lot of time and sweat making *Rorke's Drift* as accurate as possible in all dimensions.

RORKE'S DRIFT

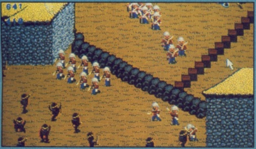
Get us an exclusive, we told Tony Dillon. "Only if I can wear a pith helmet," he replied . . .



Guarding the north perimeter . . .

This has been the job of the programmer, Edward Grabowski. His work has included *Kenny Dalglish Soccer Manager, Seventh Cavalry* and *Sword and Shield.* Grabowski himself has written a number of wargaming books and is a tabletop wargame fan.

The screens we have are taken from an early working version of the game, and already you have a pretty good idea of how it looks. "We've deliberately gone for the fun look", explains Marketing Manager, Jim Loftus: "We want to give the game a bit of character as well as the kind of attention to detail which means that each character requires eighty frames of animation to cater for all the running, shooting and hand fighting moves."



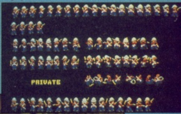
. . . and the south.

Jim Loftus on Parade.

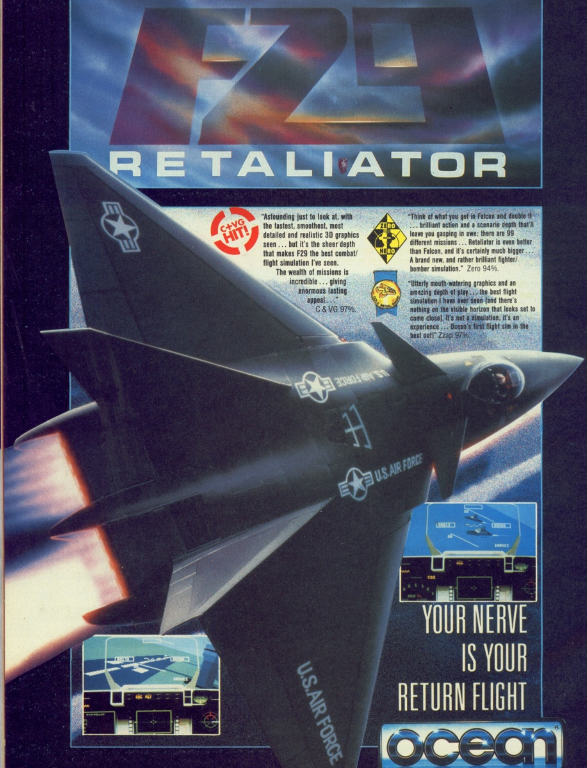
All of men will be individually controlled from any point in the game. Unlike most wargames, no 'turns' will be involved, you'll just click on a soldier any time you wish to bring him into action or change his current strategy. And there should be plenty of characters to watch over. Out of your one-hundred-and-thirty-seven soldiers in the depot, thirty-six of them will be hospitalised and unable to fight, so you'll have to watch their backs as well as your own.

Rorke's Drift will be for the more serious games player but the idea will be to aim for relative ease of use. Look for a review in the next couple of issues.

Eighty different frames of animation per man.



THE SKIES ARE YOUR HUNTING GROUND



"Astounding just to look at, with the fastest, smoothest, most detailed and realistic 3D graphics seen . . . but it's the sheer depth that makes F29 the best combat/flight simulation I've seen. The wealth of missions is incredible . . . giving enormous lasting appeal . . ." C & VG 97%.

"Think of what you get in Falcon and double it . . . brilliant action and a scenario depth that'll leave you gasping in awe; there are 99 different missions . . . Retaliator is even better than Falcon, and it's certainly much bigger . . . A brand new, and rather brilliant fighter/bomber simulation." Zero 94%.

"Utterly mouth-watering graphics and an amazing depth of play . . . the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience . . . Ocean's first flight sim in the best out!" Zzap 97%.

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BACKCHAT

CU LETTERS

Write to us at CU, 30-32 Farringdon Lane, London EC1R 3AU.

Yo ho!

I am well and truly fed up with the constant arguments for and against software piracy, so please don't print any more or I'll have to stop buying CU.

Simon Alexander,
Swansea.

Not really a valid point towards the pros and cons of piracy, is it. Until the scourge is wiped away, CU will continue to battle, so there.

New Amiga

I read with great interest your brief article on the CD-Amiga and wonder if you would care to clarify a few points for me. Firstly, will the new Amiga have a built in disk drive as well as the CD unit? How much storage space will the CD unit provide? Will you be able to use existing Amiga software with it? Will it have a new version of Kickstart, and if so will it produce the same problems as Kickstart 1.3? Do you have a release date for it yet? Finally, which model will Commodore adapt, the A500 or the A2000, as I don't really have room for an A2000? If you could provide answers, I would be most grateful.

Eric Brittingham,
Chichester.

Patience, patience. Commodore are holding all details of the new machine close to their chest, but we promise we'll have more details for you soon. You obviously won't be able to use any existing software which isn't CD. As we pointed out last month, the machines will be an adaptation of the A500.

Overseas mags

Never mind the year 1992 (when CU finally arrives), we Aussies are ready to go British right next week (once this letter gets to you). We are breaking down those national barriers with a competition for English magazines only. We frequently receive magazines from the UK with competitions that had expired months earlier! Well this one is for you!

We're offering you overseas readers a chance to win $$$$ just by answering a few easy CU flavoured questions.

How do you win? Just TAKE NOTICE of our three Australian, typically easy questions:

1. *What is the best way to piss overseas readers off?* Give months of blurb about the mega-awesome-promotion-coming-up and then not send it to your devoted overseas readers.
2. *What can you then do to rub it in?* Make a special overseas readers competition (unusual!) that expired 26 days ago!! (usual).
3. *How can you make it up to us?* Give me a free subscription.

Send your free subscriptions and entries to: All overseas readers, wherever they live, worldwide. The competition closes three-and-a-half weeks before you see this letter, but send me the free subscription anyway.

N. Stewart,
Geelong,
Australia.

Ok, Ok point taken, but honestly the magazine should have reached you in time. We'll try to do better with any future overseas compos, but in the meantime, just to show our kinder side, you've won the prize for the best letter of the month (that's enough kindness for at least three months — Ed).

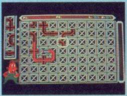
Pipe Down

Is Tony Dillon brain dead or something? He is one of the most inacurate writers I've ever come across. His 'review' of Pipemania was abominable. What he should have said was "dull and unplayable" because that's exactly what it is.

G. Tate,
Windsor.

Well we at Backchat thought it was a pretty good game. Have you considered *yourself* as being the one who is brain dead.

Flush it down the plughole, says G Tate.



Selling Yourself

We are two brothers who have designed a game for the Amiga, at least the graphical part of it. We have been busy with it for quite some time now, and now we have reached the stage when we need a programmer. We need to contact software houses. But we do not know how to deal with them. How do you make contact and make sure they do not take advantage of you?

R. Ritsema,
Holland.

We get a lot of the enquiries each month, and Ian Harling, who worked for Ocean on the Lost Patrol has kindly offered to give advice to anyone in your situation, just so long as he's not overwhelmed with enquiries. Ian's address is: 4 Aberdeen Road, Redland, Bristol B56 6HT.

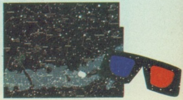
Midi madness

I am interested in the pop scene, and as an owner of an unexpanded A500 and a small Saisho MIDI keyboard, I was wondering if there are any music packages you would recommend that would allow me to emulate songs like "Je ne sais pas porquoi" by Kylie Minogue and "Hanging Tough" by The New Kids on the Block. I would like to be able to quickly and easily create pop backing tracks for my friend to sing over to hopefully release as a single. Any answers would be cool. Stay with it.

Phil Barry,
London.

There are many excellent music packages for the Amiga, and if you want to use the Amiga as a sequencing device, then the best has to be Music X from Microillusions. However, as it seems you have no actual understanding of music or indeed any musical appreciation, you'd be better off leaving the Amiga out of it and just plink away on your keyboard. As for recording success, I think you've got the wrong magazine. Stay with what?

● SOFTWARE PRIZES. Win £50 of software and a gimmick if you write the best letter of the month. This month's plaything is ninety-six pages of Stereo Star Maps from Collins publishers. The 3D maps show how the constellations don't in fact exist.

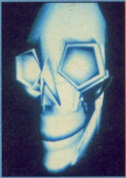


The ARTIST'S

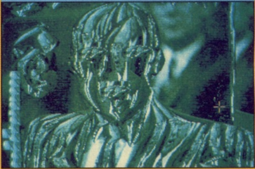
CU's major demos competition is well under way, and now it's time to meet the judges. Each one is an expert in his own respective field and each has considerable experience in the field of producing art and animation on the Amiga. There will be other judges too. The Editor and Mark Lewis, Electronic Arts' Managing Director will both be having their say — but in the meantime, we profile the artists involved and ask each one which of their contemporaries — in computing or elsewhere — they most admire.

ROBERT PEPPEREL
(JUDGE, SENIOR CLASS)

PROFESSION: Amiga artist with video company Hardwire.
DATE AND PLACE OF BIRTH: 22/10/1963, London.
CHOSEN SOFTWARE PACKAGE: Photon Paint, Turbo Silver.
FIRST AMIGA PROJECT: Exhibit at the International Cybernetics Conference in 1988 in Vienna.
WORK HISTORY: 1986–1989, Lecturer in Fine Arts at Gwent University; from 1988 onwards part-time Lecturer in Fine Arts at Leicester Polytechnic; October 1988 founded BUG — a project to exploit the growth in DTP, print and video graphics; in March 1990 with partner Miles Visman founded Hardwire, a multi-media production company which uses home micros.
CURRENT/FUTURE PROJECTS: Now working on Some like it Cold, a CD Video album for house stars Cold Cut, plus live Amiga show at Brixton nightclub The Fridge on Saturdays; work in the pipeline for Channel Four, MTV; proposed three/four minute cyberspace collaboration with William Gibson story line, also collaborating with American novelist and painter William Burroughs creating representations of his paintings.
SO WHO DOES HE RATE? "There are people on the PD network I can think of — Tobias Richter, the Walker demo, and then there are painters, mostly modern ones. Anybody original — Burroughs, for instance."



This figure's made of a thousand Gorbachevs, digitised using Vivid Amiga. Tiled shapes were created using Delux Paint III with a wrap brush option.



CU
DEMOS COMPO

ALL OF THE JUDGES WILL BE ASSESSING BOTH PROFESSIONAL AND AMATEUR ENTRIES. EACH ONE WILL BE LOOKING FOR 1) GOOD IDEAS 2) ORIGINAL DESIGNS AND 3) HOW WELL THEY'RE DONE. *TURN TO PAGE 21 TO FIND OUT HOW TO ENTER AND HOW YOU HAVE THE CHANCE TO GET YOUR WORK SHOWN ON TV.*

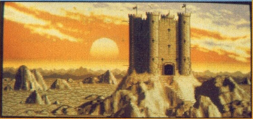
ARTISTS

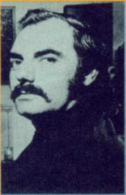
SIMON HUNTER

(JUDGE, ALL CLASSES)

PROFESSION: Graphic Artist with Bullfrog.
DATE AND PLACE OF BIRTH: 9/7/1972, England.
CHOSEN SOFTWARE PACKAGE: D Paint III.
FIRST AMIGA PROJECT: Amiga artist for Palace Software's *Dragons Breath*.
WORK HISTORY: Hooked from an early age on computers. Started producing graphics from home then through a mutual acquaintance at a stockist was introduced to Palace, who made him totally redraw his initial designs.
CURRENT/FUTURE PROJECTS: Now left Palace and working on *Slud*, a platform game for Electronic Arts, and there's more work with Bullfrog in the pipeline.
SO WHO DOES HE RATE? "There's this guy called Mike Jarrey who's worked in films and who's now on a contract with Palace — he's the best background artist I've seen and definitely someone to watch out for. To be honest, though, I prefer looking at the stuff comics artists do rather than what the rivals in the business are up to. Brian Bolland (Judge Dredd, The Killing Joke) is my favourite — he uses so many different types of material, and one minute he'll be gritty and down to earth, the next he'll be ultra futuristic. Lots of people hate him because he's inconsistent that way, but he's really atmospheric."

Simon created Dragon's Breath using a photogenerator to produce cut-out rocks, a travel book on Canada as a reference for the sky and drew the castle "totally from imagination".



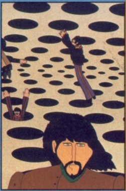


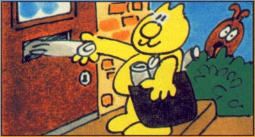
STAN HAYWARD

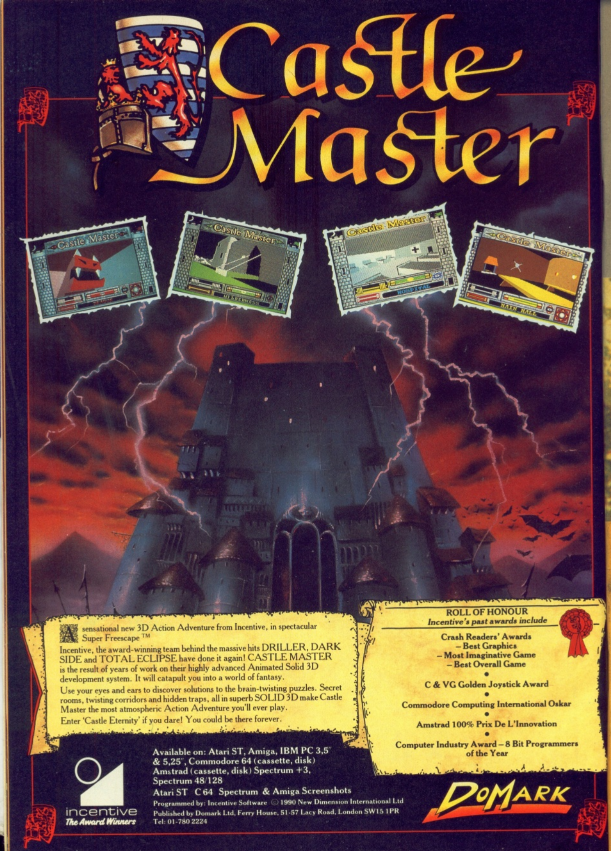
(JUDGE, JUNIOR CLASS)

PROFESSION: TV Scriptwriter for children's TV and animator/Amiga tutor.
DATE AND PLACE OF BIRTH: Sometime in the thirties.
CHOSEN SOFTWARE PACKAGE: System Line Tester from Chromacolour (nowhere near as sprockety as it sounds, it's used in adverts and in Stan's work in schools).
WORK HISTORY: Worked on "Rhubarb And Custard", "Henry's Cat", set up Britain's first computer animation company in 1970 at Imperial College, London.
CURRENT/FUTURE PROJECTS: Involved with schools projects for Commodore and visits schools demonstrating how to draw with the Amiga.
SO WHO DOES HE RATE: "I can tell you what I look for, and that's someone who's prepared to go out on a limb and do something different. I've seen a lot of imaginative stuff done on the Amiga at art colleges — Farnham in particular. But elsewhere I suppose Richard Williams, who worked on 'Roger Rabbit', Oscar Grillo (Kiora and the Coco Pops ads), Bob Godfrey, who worked with me on 'Henry's Cat', Alison De Vere, who's an experimented animator, and George Dunning, who directed 'The Yellow Submarine' and who had a totally original approach to making films."

The Beatles cartoon is a Stan Hayward's favourite.







Castle Master

A sensational new 3D Action Adventure from Incentive, in spectacular Super Freescape ™

Incentive, the award-winning team behind the massive hits DRILLER, DARK SIDE and TOTAL ECLIPSE have done it again! CASTLE MASTER is the result of years of work on their highly advanced Animated Solid 3D development system. It will catapult you into a world of fantasy.

Use your eyes and ears to discover solutions to the brain-twisting puzzles. Secret rooms, twisting corridors and hidden traps, all in superb SOLID 3D make Castle Master the most atmospheric Action Adventure you'll ever play.

Enter 'Castle Eternity' if you dare! You could be there forever.

ROLL OF HONOUR
Incentive's past awards include

Crash Readers' Awards
– Best Graphics
– Most Imaginative Game
– Best Overall Game

•

C & VG Golden Joystick Award

•

Commodore Computing International Oskar

•

Amstrad 100% Prix De L'Innovation

•

Computer Industry Award – 8 Bit Programmers of the Year

Available on: Atari ST, Amiga, IBM PC 3,5" & 5,25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

Atari ST C 64 Spectrum & Amiga Screenshots

Programmed by: Incentive Software © 1990 New Dimension International Ltd
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Tel: 01-780 2224

incentive
The Award Winners

DOMARK

CU Compo

DEMOS COMPO

Send in your demos/routines and get YOUR chance to WIN a video recorder and camera PLUS the dizzy heights of TV stardom. Enter one of two classes — "amateur" if you are a total beginner or "professional" if you are already established and have had work published in magazines and/or PD companies, plus either the junior category (up to and including sixteen years of age) or the senior (seventeen and above). You don't have to be a brilliant artist to enter — we'll be taking hard work and originality of thought into account — but if your demos stand out they could well be given airtime on the forthcoming Channel Four programme BUZZ. And the top entries will all be displayed at this year's ECES Show (formerly the PC Show).

CHANNEL FOUR TELEVISION

So using any number of packages put together a short for the Amiga. How you prepare it is up to you, and you can submit your work on disk or videotape. Whatever format you choose we'd like a brief explanation on how you did it.

The CU Demos Competition is run in conjunction with Electronic Arts and the runners-up will each receive a copy of Deluxe Video or DPaint III. The competition runs from now until 3 September and we'll keep you posted on its progress.

THE RULES

1) All work is yours or that of your group.
2) All submissions must include an entry form.
3) All submissions must include a pause mode.
4) The judges' decision is final.
5) Entries should be produced using a megabyte or less (A500 plus ½ meg expansion).

Please enclose a brief explanation of how you put it together.

Send your entries to CU, Demo Competition, Priory Court, 30-32 Farringdon Lane, London EC12 3AU.

ENTRY FORM: CU DEMOS COMPO

Name: ....

Address: ....

Telephone: ....

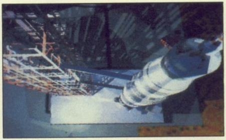
Age: ....

Amateur/Professional (please delete one)

DEMOS

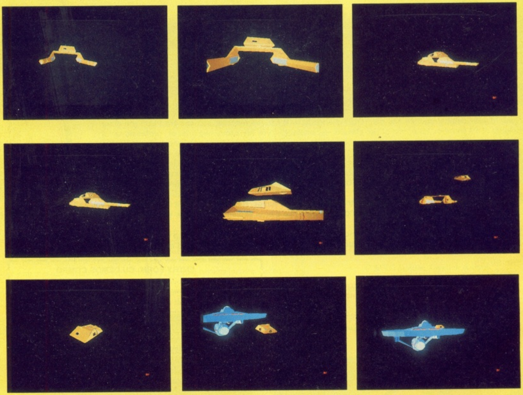
Thanks this month go to Seventeen Bit and Virus Free, and of course Tobias Richter.
Remember our demo competition is running right up until the August issue, so you get your submissions in (with entry form) to CU.

SPACE BOUND: A space station from Star Trek transformed by Tobias Richter.



LIFT OFF: The Saturn V rocket blasts off, courtesy — again — of T. Richter.

SCI FI: More animation from Tobias Richter. With the Star Trek theme again, this demo has the warp drive version of Galileo returning home to the Enterprise. Available from Seventeen Bit, PO Box 97, Wakefield, WF1 1XX.



EYES HAVE IT: Digitised flagwaving rears its head on the excellent NewTech Demo Reel 3. Available from Virus Free PD, 23 Elborough Road, Swindon, SN2 2LS.

LEO LINE: This aggressive looking lion matches the union jack in a combined sequence on the NewTech disk.

DEMOS

CU READE
RES

Who did you rate in 1989? Read on to find out if your vote came top.

Could it be a miracle or just your voties? Queen take the album of the year for 1989.

BEST STRATEGY GAME

A pretty obvious winner. *Sim City* polled over double the votes of it's nearest rival. Which means *Waterloo*, with less than half the votes of *Sim City* is the runner up.

BEST SOUND

Aciiiieeeeddddl X Xe Xe Xen *Xenon II* took the sonic innovations category for best sound. Nearest, but a long way behind, comes Psygnosis' *Blood Money* in second place.

BEST GRAPHICS

Who made this year's *Mona Lisa*? In a hard fought category you voted *Space Ace* as the most visually stunning game of '89, with *Shadow Of The Beast* in the number two slot

BEST ADVENTURE

US Gold, not overly famous for adventures, take the top prize with their licence of Indiana Jones, with Indy up against the Nazi regime. In second place is Palace's *Future Wars.*

BEST SIMULATION

Falcon soared home with over a third of the votes fending off all rivals. The inimitable *Kick Off* scores second place, only a few votes above *Stunt Car Racer.*

BEST SOFTWARE HOUSE

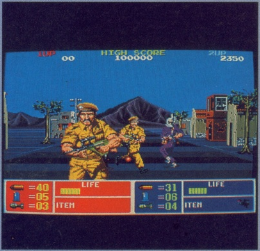
Talk about a one horse race. With almost 50% of the voting it's (roll out the tickertape) Ocean well and truly first, surprise surprise. Undaunted, Mirrorsoft dragged themselves into second place, but with only 13% of the votes.

BEST PACKAGING

Another forgone conclusion? *Shadow of the Beast*,tea shirt, Roger Dean and co, swept away all opposition. Who said gimmicks don't sell?

BEST RPG

Through the fetid death pits of V'hl-L'turg in the province of Quztyif came the nominees in this category. The honour of the ancients is bestowed upon *Dungeon Master*. Hail champion of champions!



Ocean scoop up yet another award with Operation Thunderbolt. Arcade conversion of the year.

PROGRAMMER /TEAM OF THE YEAR

The Bitmaps. Who else? Trailing in their wake, teams such as Bullfrog and Cinemaware.

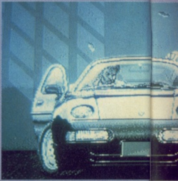
BEST COIN OP/ ARCADE CONVERSION

Oops! A bit of a cock up. Both categories, of coure, are one and the same. It didn't seem to bother you though. *Op Thunderbolt* received twice as many votes as its nearest rival, *Strider.*

BEST COIN OP

Though not overly popular with the software press, *Chase HQ II* romped to a decisive victory, closely followed by *Strider* and *OP Thunderbolt.*

Chase HQ II, the fave rave in the arcades.



ERS POLL SULTS

BEST ORIGINAL GAME

Sim City polled highest here. Planning and architecture seemed to go down just as well with the CU buying public as the staff who played it. Cyberpunking in its way into second place was Mirrorsoft's taxing *Interphase*.

GAME OF THE YEAR

KICK OFF! It's there. Over to Brian: "A remarkable effort. Just when it looked as though it was all over they pull this out of thebag!".*OP Thunderbolt* shot its way into a firm second place.

A Beastly rave, complete with a T-shirt.

BEST TV PROG

Thankfully, Neighbours could only manage fourth this year (and that was tied). In the meantime Sledge Hammer, an every day story of cops, schizophrenia, comedy and guns smashed its way into first place. Chasing up the rear was the Sunday evening soap, Wonder Years.

BEST FILM

In a surprisingly close call, Batman scraped through on wing and batarang. Once again Ocean can claim credit for licensing the top film. Mel Gibson's Lethal Weapon II and Bruce Willis' Die Hard both slugged it out for the runners' up position, but with no clear result. Tied on points.

BEST VIDEO

"...creatures that gestate inside human bodies and have concentrated acid for blood." Yes Aliens romped home as video of the year. Die Hard takes another runners up position, poor Bruce.

BEST ALBUM

Freddie and friends were said to have been overcome with emotion at the news of this most prestigious of accolades. Not much Kylie Minogue, though, and even less Jason in a category that ranged from the lyrical muzak of Slayer to the grinding riffs of Gloria Estefan.

THIS MONTH'S AMIGA CHART

TM	LM		
1	NE	BOMBER	ACTIVISION
3	35	TREASURE ISLAND DIZZY	CODEMASTERS
3	2	OP THUNDERBOLT	OCEAN
4	1	CHASE HQ	OCEAN
5	28	ADVANCED SKI SIM	CODEMASTERS
6	9	KICK OFF	ANCO
7	6	SHADOW OF THE BEAST	PSYGNOSIS
8	39	UNTOUCHABLES	OCEAN
9	16	TURBO OUTRUN	US GOLD
10	NE	RAINBOW ISLANDS	OCEAN
11	34	FUTURE WARS	DELPHINE
12	8	DOUBLE DRAGON 2	VIRGIN
13	NE	DRAKKHEN	INFOGRAMMES
14	4	GHOSTBUSTERS II	ACTIVISION
15	NE	MAGNUM 4	OCEAN
16	3	HARD DRIVIN`	DOMARK
17	NE	CAPTAIN BLOOD	SMASH 16
18	15	POPULOUS	ELECTRONIC ARTS
19	NE	DRUM STUDIO	PLAYERS
20	18	SIM CITY	INFOGRAMMES

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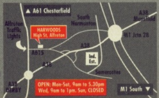

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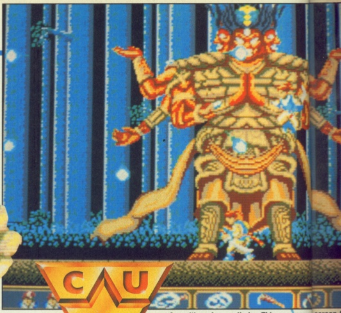


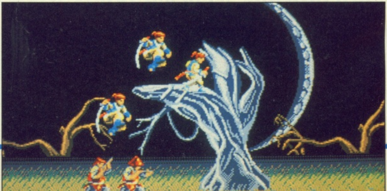
Apparition of many limbs. This one zooms screen l

NINJA SPIRITS

This is a game with nearly everything a reviewer should baulk at. It's a conversion and it has more Ninja per screen than you could ever begin to imagine. But it's not just a clichéd beat 'em up — *Ninja Spirits* is actually pretty nice.

As usual, the plot doesn't hold much water. Run around killing Ninjas, bump off the end-of-level guardian. All pretty simple, but fun. . .

The first level starts off with Ninjas suspended from trees hurling missiles at you, Ninjas under the floorboards trying to prong you with spears, and the inevitable horde of Ninjas who run from right to left and get in the way. To help you do them in your own little Ninjas come equipped with swords, bombs, shurikens and razor blades on a rope. Each weapon comes in useful in certain sections, with the computer advising you on what's best to use



.Grim reaper like, they fly.

Activision
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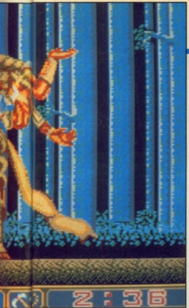
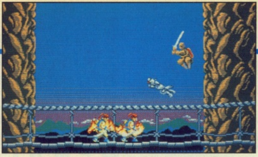
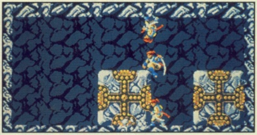


zooms on screen like Khali, God of Death and Destruction.



Bring on the tinted backgrounds and the fight on the rope bridge.



Staring death in the face.

when you do the unhappily necessary job.

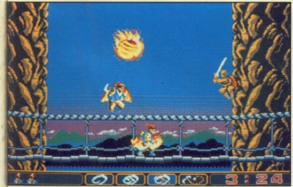
Once in a while, gold Ninjas appear. Killing one of these results in a token being dropped, giving you either increased weapon power or a Ninja Spirit. Basically this is an exact duplicate of your character which moves in time with the original and which is impervious to damage. Another useful add-on is the fire rope. This makes you pretty much — but not totally — indestructible.

The end-of-level guardians are surprisingly varied. Level one contains a drinking well down which (surprise surprise) are Ninjas! Later levels feature teleporting Ninjas and a very large kite, complete with added peasants to pilot it.

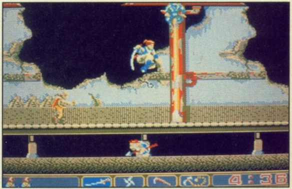
Controlling the main character is surprisingly simple, despite his array of weapons. My only gripe is that some sections are almost impossible to get past if you've lost your extra powers. It's matter of honing your skills so you don't loose them in the first place.

Other levels feature boulders, Ninja pensioners, caverns, and cliffs. To keep the action going there are vertically scrolling sections which break up the potential monotony. From the onset things are tough, maybe a bit too difficult; but after a bit of practise you can live with it. *Ninja Spirit* is neither graphically or sonically outstanding. On the other hand it's a good conversion of a not-too-hot arcade game. Well programmed, good fun and containing lots of action. Well worth checking out.

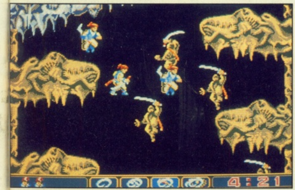
Mark Patterson



Oops! Here comes a fireball.



Up the pole or out for the count?



Here come the Ninja equestrians.

Prettier than average beat 'em up.

SOUND	**84%**
GRAPHICS	**79%**
PLAYABILITY	**89%**
LASTABILITY	**87%**

87%

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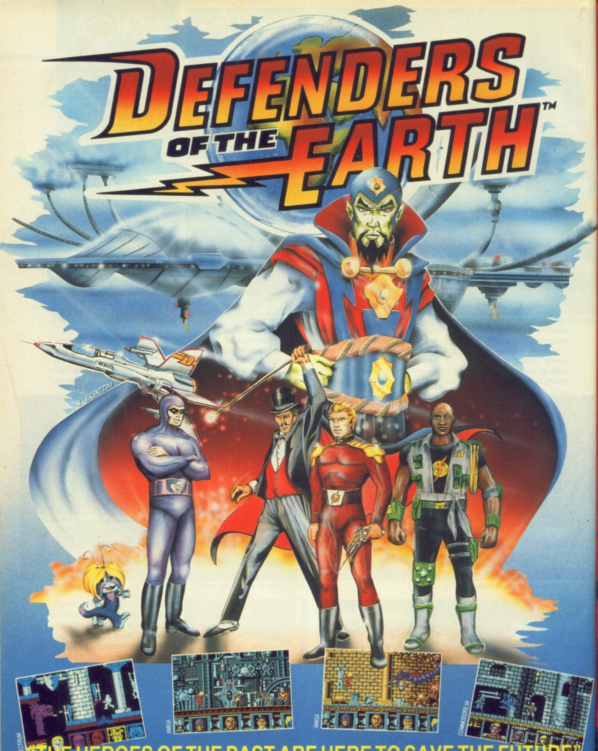

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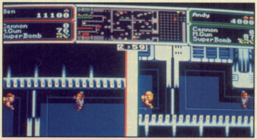
Answers on a postcard to CU Ninja competition, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU to arrive by 26th April. There'll be twenty copies of Amiga Ninja Spirits for the runners up.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Cannon
M.Gun
SuperBomb
2:59
Andy
4800
Cannon
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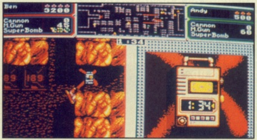
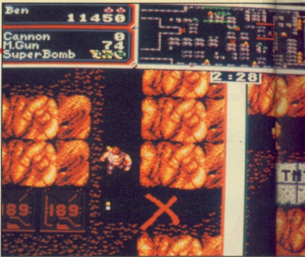
SuperBomb

Ben 'n' Andy go bustin!


Ben
3200
Cannon
M.Gun
SuperBomb
Andy
500
Cannon
M.Gun
SuperBomb
1:34

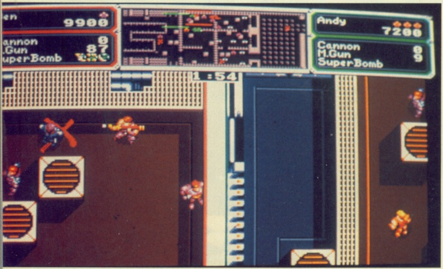
The timer's set, you've done your job.


Ben
11450
Cannon 0
M.Gun 74
SuperBomb
2:28
189
189

Once you've found the TNT . . .

CRACKD

C U
SCREEN STAR

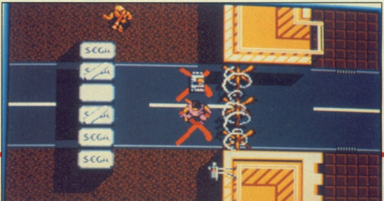

9900
Andy
7200
Cannon
M.Gun
SuperBomb
1:54

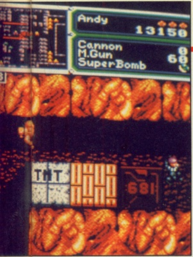
US Gold's world of drugs, sabotage and espionage blows its way onto the home computer. The intricate web of drug dealing forms a hierarchical empire. At the bottom, you have your carriers and your corner-shop dealers. Then you move up to the big dealers, exchanging

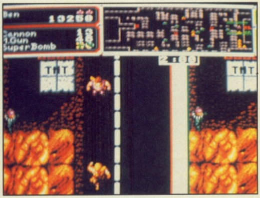
Place the bomb on 'X'.

The barriers can be lethal.

US Gold
Price: £24.99


SEGA
SEGA
SEGA
SEGA

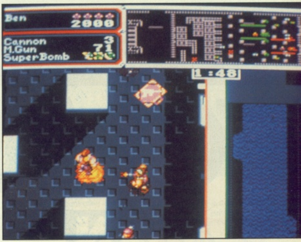

Andy
13150
Cannon
M.Gun
SuperBomb
TNT
681


Ben
13250
Cannon
M.Gun
SuperBomb
TNT
TNT

Two-way, split screen.

The key is the bomb.

DOWN


Ben
2000
Cannon
M.Gun
SuperBomb
3
71
1:48

large amounts of illegal substances for even larger amounts of cash, and at the top you have your Mr Bigs, who sit on the dosh and gloat. These nefarious masters of crime need somewhere to hide out and stash the 'stuff'. They think they've got away with it. They think. But you are no ordinary cop. You may be called Ben and your partner called Andy, but there's nothing mundane about your work — as you go undercover and blow up the villains' bases.

In a nutshell, *Crackdown* is a high quality, split-screen *Gauntlet* clone, with great graphics and a generous dollop of playability.

Travel around each building, represented by a top-view, eight-way scrolling play area, planting time bombs.

Ammo is extremely limited, so you have to pick your targets carefully. Some are unarmed, so it's often a good idea to get in close and dispose of them with a well-placed kick.

Without a doubt, the graphics are intricate, although it's a little too hard at times to pick out certain detail. But even though the split-screen playing area is small, the scanner ensures the there's no problem with things off screen killing you before you get a chance to see them.

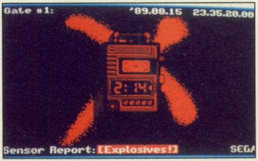
Approach this game as a piece of light entertainment with just the right difficulty to keep you playing for a while. It's definitely worth a shot.

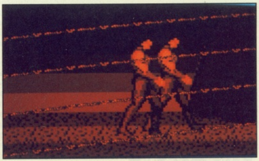
Tony Dillon

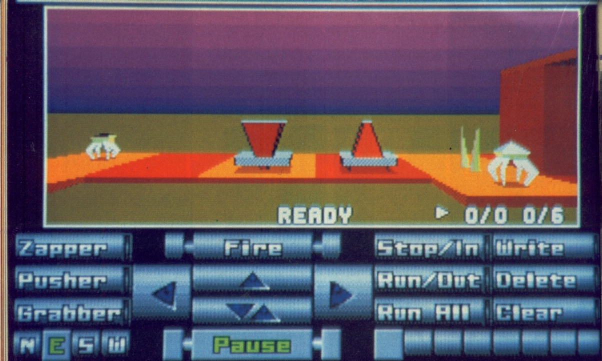
SOUND	79%
GRAPHICS	83%
PLAYABILITY	85%
LASTABILITY	82%

85%

At times, going undercover can mean going infra-red.


Gate #1:
'89.08.15 23.35.20.00
2:14
Sensor Report: [Explosives!]
SEGA




READY
0/0 0/6
Zapper
Fire
Stop/In
Write
Pusher
Run/Out
Delete
Grabber
Run All
Clear
N E S W
Pause

The spider's ready for action.

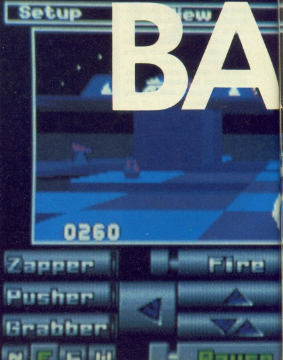
TOWER OF BA

Not a licence from the Old Testament. Instead a puzzler. Not your standard blocks and ladders, this time you get a high tech spiders and lifts.

There's no fancy plot, *Tower of Babel* just requires puzzle-solving in a rather peculiar way, using three robot spiders: a Pusher (for pushing objects), a Zapper (for shooting objects), and a Grabber (for collecting things). These can be viewed from first person perspective, or from behind. In turn the whole tower can be viewed from a distance, essential to get an idea of what you're going to run into.

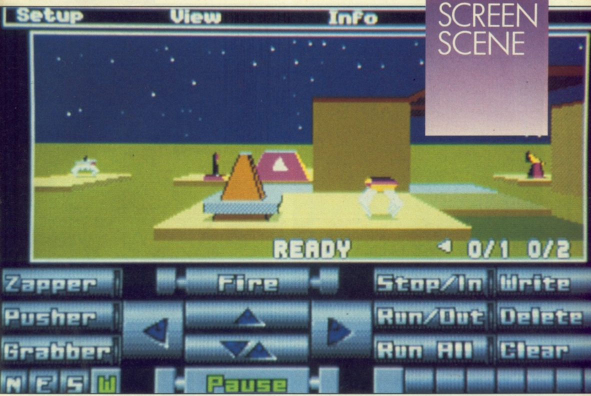
The puzzles vary from the easy (use one spider and kill one creature) to the downright tough (three spiders collect three objects, destroy three others, with a time limit). Apart from collectibles and destructibles, laser cannons cause a lot of problems, as do teleporters, which aren't just there to make life difficult, but are integral to solving the puzzles.

Rainbird
Price: £24.99


Setup
iew
0260
Zapper
Fire
Pusher
Grabber
N E S W

E

ABEL


Setup
View
Info
READY
0/1 0/2
Zapper
Fire
Stop/In
Write
Pusher
Run/Out
Delete
Grabber
Run All
Clear
N E S W
Pause

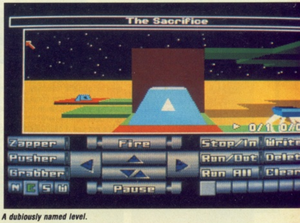
An observers-eye view.

Yet another obstacle.

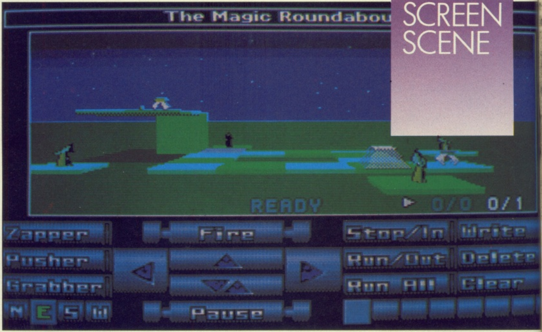
Exit
0/2
Stop/In
Write
Run/Out
Delete
Run All
Clear

Each spider is controlled in the same way, either one move at a time or in a programmed series which is used in the later stages. The moves are simple left/right forward, up and down for lifts. The real skill is using the spiders in conjunction with each other. You have to make sure yours is in the right place to activate a particular part of the puzzle. Having the other two capitalise on this situation isn't easy.

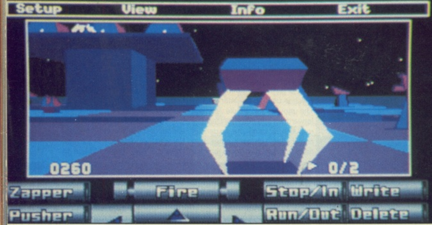
The trickiest thing about the game is getting used to the way its various elements are connected. Being in the right place at the right time is a help, but you need to


The Sacrifice
0/1 0/0
Zapper
Fire
Stop/In
Write
Pusher
Run/Out
Delete
Grabber
Run All
Clear
N E S W
Pause

A dubiously named level.


The Magic Roundabou
READY
0/0 0/1
Zapper
Fire
Stop/In
Write
Pusher
Run/Out
Delete
Grabber
Run All
Clear
N E S W
Pause

Lasers and mirrors.


Setup
View
Info
Exit
0260
0/2
Zapper
Fire
Stop/In
Write
Pusher
Run/Out
Delete

Your bit grabber.

take a general overview of the game. This means constantly retracing your tracks to work out who does what where.

It's not just a case of collecting things. Guns need to be deactivated and aliens need to be shot. Unfortunately, sometimes the situation warrants the sacrifice of a spider.

There are stacks of options to make playing the game easier, from adjusting your view of the spiders to changing the graduated tint on the skyline. Most radical of all is the designer. If you become bored with the normal towers you can alter them or re-build them from scratch. You have full control over the colour palette, every single object and four floors with which to build.

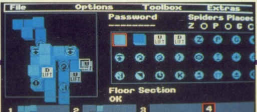
Tower of Babel takes puzzle games one stage further. It's variety which makes it so attractive. Each section contains some very tricky problems, and when they finally appear you have to move fast to nip them in the bud.

Tower of Babel has stunning graphics. The 3D works very well and it's fast, although it sometimes makes playing a little bit confusing, especially after your umpteenth jaunt on a teleporter.

This is an excellent game, not just for puzzle enthusiasts but for everybody who fancies a few weeks of mind-bending puzzles.

Mark Patterson

The designer.


File
Options
Toolbox
Extras
Password
Spiders Placec
Z O P O G C
U LIFT
D LIFT
Floor Section
OK
1
2
3
4

SOUND	**83%**
GRAPHICS	**90%**
PLAYABILITY	**93%**
LASTABILITY	**93%**

93

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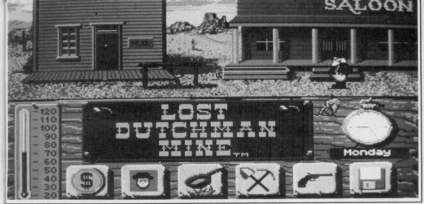


Outside ye olde saloon.

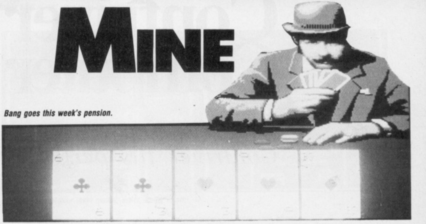
LOST DUTCHMAN MINE

Back in the days when men were men and pensioners had rights the goldrush was in full swing. This particular tale is one of money, donkeys, and yellow metal.

LDM follows the fortunes of a decrepit prospector whiling out his last few months attempting to find a highly profitable, sometimes mythical, and definitely lost mine.

The game's presented on two main screens. A large map of the surrounding area is used to help navigate the ancient miner to rivers, mines and home. When the miner is digging or panning for gold, or he's in the town, a close up screen is brought up showing the miner and his immediate surroundings.

Being as you're playing an OAP, you're quite prone to the elements. The temperature extremes in a desert go froim bloody hot at midday to freezing cold at midnight, so a canteen, some food and a set of a long johns are available from the local store. Buildings in the local town include a bank, an olde western saloon, the jail, doctor Bob's and the all important assayers who'll value and buy your gold off of you.



Bang goes this week's pension.

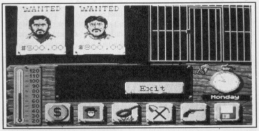
Until you work out where the mines are most of your time is taken up knee-deep in the local rivers with panning for gold nuggets. But not everybody's as nice as our miner friend though, there's the constant threat of bandits — after all it is the west and it's most definitely wild.

Unfortunately, there's not too much of a game in there. It tends to lose a bit on playability through repetition. For the most part it's one man and his donkey against the elements, traipsing back forth between river and town.

The graphics are smart. Nice backdrops and digitised characters add to the presentation. However *LDM* features one of the worst pieces of music I've heard — a horrendous cacophony of off key warbles and clanks.

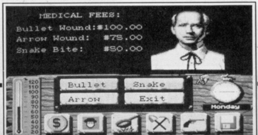
A pretty nondescript game, but will find favour with the Sunday afternoon games players who are perfectly happy to sit back and admire the scenery.

Mark Patterson



Hey, Los Banditos.

It's this pain in my back you see . . .



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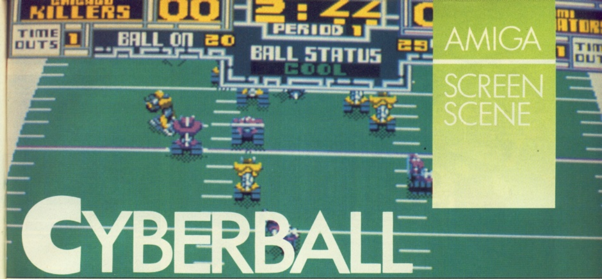


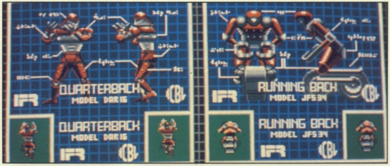
CYBERBALL

The dosh is in the coffers, your ball status is cool — yet, you're in the running.

Buck Rogers made it to the twenty-fifth century. American football lasts to the twenty-first. No more human players, just battle armoured robots slugging it out with an explosive ball and a lot of spare parts.

Some of the basic football rules still apply. Getting the ball into the opponent's end results in a touchdown, and there's a Quarterback, offence and defence and lot's of different strategies.

The first significant change is the ball. It gets hotter and hotter until it explodes. In a normal game the attacking team has four attempts to move the ball forward ten yards, or the opposition gain possession. The idea is to move the ball forward towards a "Defuse", so cooling the ball down again while the attacking team steam forward.

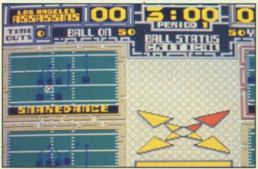


A breakdown of your team mates, warts, bolts 'n' all.

On the offence you start by controlling the Quarterback. Avoid the oncoming defence and pass the ball to a receiver further upfield. Once the ball is released, control is given over the player most likely to complete the pass. Then it's a matter of getting as far up-field as possible.

Strategies are broken down into two groups, running and passing. Each group will have a different strategy according to their position on the field. A passing play is usually the most likely to succeed, though it's impossible to predict the sort of distance you'll gain. However a running play usually gives you the distance you want, though it's tough to successfully instigate one.

Defence is broken down into short, medium and long plays, corresponding to the sort of distance you're expecting the opposition to try for. For instance, a short play would be good for getting in really close and sacking the Quarterback; if it fails there's every chance of a long break for the offence.



Your many, varied positions.

Scoring and completing plays earns the team money, essential when you run a team that's prone to exploding or breaking down. It's pretty difficult trying to play when you can't afford to field a full one.

Cyberball offers an interesting alternative to the traditional sports game. There's enough American footy to keep it recognisable, and enough variety to keep it interesting. An ambitious idea which is pretty good fun in the lean period between football seasons.

The only problem it really suffers from is a lack of speed. All told it's enjoyable but I can see it growing stale in the not-too-distant future.

Mark Patterson

Domark
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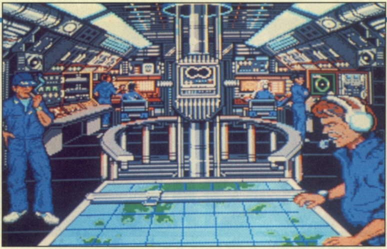
GRAPHICS	71%
SOUND	76%
PLAYABILITY	83%
LASTABILITY	74%

75%



The centre of your miniature univrse.

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DEPLOYING TOW D A
03:05:36X 00 5:

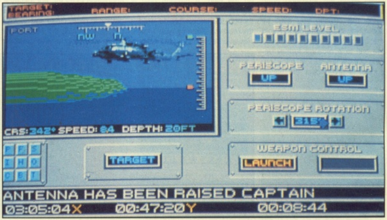
"Yes, hearing the 'ping' of the sonar all day's get o

CU SCREEN STAR

688 ATTACK SUB

If you're one of those people who thinks that a sub is a loan you get off a Cockney, then you probably think that submarine simulations are dull and boring. Think again. Not only does *688 A.S.* have enough trigger happy action to keep you happy, it also has a depth of playability that even HMS Conquerer couldn't match.

I don't care what the Admirals of the world may say about the submarine's surveillance and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ESM LEVEL
PERISCOPE
UP
ANTENNA
UP
PERISCOPE ROTATION
315°
WEAPON CONTROL
LAUNCH

ANTENNA HAS BEEN RAISED CAPTAIN

03:05:04X 00:47:20Y 00:08:44

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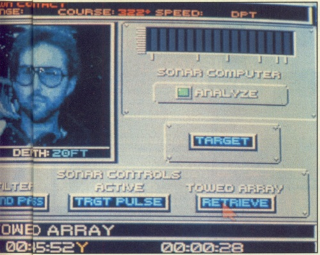
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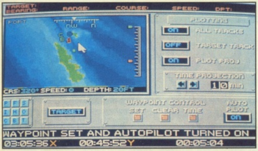
SONAR COMPUTER
ANALYZE
TARGET
DEPTH: 20FT
SONAR CONTROLS
ACTIVE
TRGT PULSE
TOWED ARRAY
RETRIEVE
00:5:52Y
00:00:28

OWED ARRAY

r all day ds get on my nerves."


RANGE:
COURSE:
SPEED:
DPT:
PLOTTING
ON ALL TRACKS
OFF TARGET TRACK
ON PLOT PROJ
TIME PROJECTION
10 min
CRS: 320° SPEED: 0 DEPTH: 20FT
TARGET
WAYPOINT CONTROL
SET CLEAR TIME
AUTO PILOT
ON
03:05:36X
00:45:52Y
00:05:04

WAYPOINT SET AND AUTOPILOT TURNED ON

Where is that submarine hiding?

stealth capabilities, to me, a sub has always been a big grey thing that pops out of the water occasionally and kills everything in sight. The game doesn't claim to be an accurate simulation of the U.S. 688 and the Russian Alfa class subs. But it certainly gives the impression of being an accurate insight into the workings of a sub, showing you exactly *how* to assault and how surveillance missions are carried out.

As Captain of either of the two submarines, you have to complete a series of missions, ranging from the small, such as shaking off an oppposing sub, to full scale participation in World War III.

The game is controlled from the main deck of the sub. You can move around to various stations by clicking on them and give orders to the crew. This is not as simple as it sounds. Just moving requires you to tell the navigator where to place waypoints and the pilot the speed and depth at which to travel.

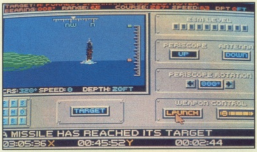
Stealth is the name of the game. Attacking boats is a very tricky thing to do if you want to remain unseen, as you have to come up to 20 feet and raise your periscope to achieve visual confirmation. More often than not, an enemy helicopter will be waiting for you when you surface and will sound the alarm. Once your cover is blown, you're in trouble matey.

The graphics are brilliant. Almost all of the pictures in the game are digitised, and the view from the periscope when attacking ships can be very impressive indeed. The animation rate is low as are the number of frames of animation, but with a game like this, who needs silky smooth animation?

The sound is stunning, too. All effects are sampled, and very atmospheric, though I'm not too sure about the happy warbling speech giving you messages such as 'We've been hit! We're all going to die!'.

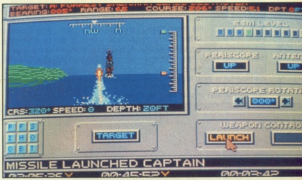
I had a lot of fun playing this and soon I was hooked. It's nowhere near as involved as *Red Storm Rising*, but it is an atmospheric product, and a highly exhilarating one at that. But I would advise you check it out if you're after something to tax the brain.

Tony Dillon


TARGET:
BEARING: 005°
RANGE: 65
COURSE: 287°
SPEED: 03
DPT
ESM LEVEL
PERISCOPE
UP
ANTENNA
DOWN
PERISCOPE ROTATION
000°
CRS: 320° SPEED: 0 DEPTH: 20FT
TARGET
WEAPON CONTROL
LAUNCH
03:05:36X
00:45:52Y
00:02:44

A MISSILE HAS REACHED ITS TARGET

That friendly trawler is down but not out . . .


TARGET:
BEARING: 005°
RANGE: 65
COURSE: 206°
SPEED: 1
DPT
ESM LEVEL
PERISCOPE
UP
ANTEN
UP
PERISCOPE ROTATI
000°
CRS: 320° SPEED: 0 DEPTH: 20FT
TARGET
WEAPON CONTRO
LAUNCH

MISSILE LAUNCHED CAPTAIN

. . . another shot should do the trick.

RANGE:
COURSE:
SPEED:
CRS: 242° SPEED: 15 DEPTH: 20FT
DIVE
REV
FLANK
03:05:34X
00:45:52Y
00:05:26

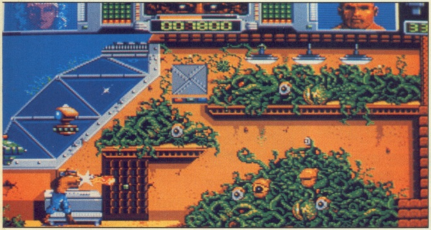
HEADING TO 150 FEET CAPTAIN.

Would you trust this man to sail below sea level

SOUND	**87%**
GRAPHICS	**90%**
PLAYABILITY	**85%**
LASTABILITY	**81%**

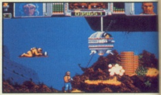
86%

HAMMERFIST



Hammer that pillar!

Scuba diving isn't all fun.

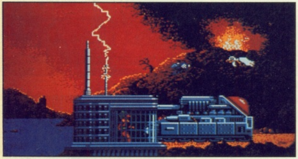


Forged from the talents of Mev Dinc (father of the *Last Ninja*), John Twiddy (man of many a high score table), the amiable Hugh Riley and Amiga programmer Andrew Bond, *Hammerfist* is Vivid Image's more than worthy first entrance to the Amiga market.

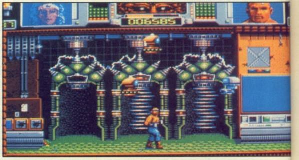
Hammerfist is an out-and-out arcade game, with a suitable arcade plot. A wrinkle-faced megalomaniac known as the Master is grabbing all the world's top talents and turning them into obedient holograms. It's down to Hammerfist and his counterpart, Metalisis, to overthrow the Master.

The Master is hidden at the end of one hundred and twenty-eight screens, each one of which is different. To start with each room is locked. The security locking system will only deactivate when enough ojects have been destroyed, freeing Hammerfist.

Don't worry, that volcano can't harm you.



Take out the computers to open the door.



Blowing a room apart can be done in several ways. Method one is to run about blasting all the aliens, robots, fish and plant life. Method two is pretty much the same, except taking time out to wreck computers and furniture.

Hammerfist is truly the man for the job. Armed with a laser spitting glove that doubles up as a jack hammer, he's deadly. His main drawback is that he's about as athletic as a tree sloth. So when it comes to jumping about and somersaulting a quick jab up on the joystick transforms Hammerfist into Metalisis, his highly agile female alter-ego. A hermaphrodite in every sense.

And that's *Hammerfist*. There's not a lot to it, but what's there is superb. *Hammerfist* is bright, well coloured and full of action. The sound is pretty smart, too, with a euro-bop tune ringing out of the speakers.

One game that could be converted to coin-op and survive. Fast, furious and pretty damn good. You can't afford to miss it if you're a serious arcadester.

Mark Patterson

**Activision
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SOUND	**76%**
GRAPHICS	**82%**
LASTABILITY	**86%**
PLAYABILITY	**88%**

88

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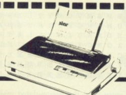

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T	Y	A	E	H	S	N	D	A	N	U	Z	W	J	K	L	A	C	R	Y
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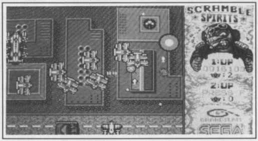


Dogfight in the future.

I've heard of close conversions before, but this has to be the closest an Amiga game has come to the ST version that I've ever known.

Scramble Spirits is very similar to another game by the name of *Flying Shark,* similar indeed to almost any other vertically scrolling shoot-em-up that allows you to drop bombs on tanks, fly over sea, land and lets you collect extra weapons. *Scramble Spirits* lacks originality.

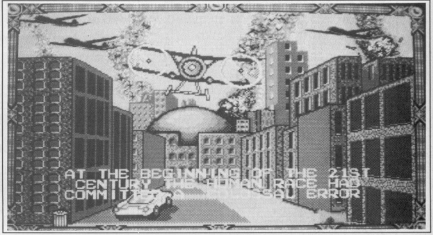
Except perhaps for forcing away the frontiers of light entertainment. Indeed, it only takes a moment or two of joystick bashing to bring home just what a dead-end you've run into.

The graphics are small, blocky, coloured in a harsh, almost childish way and have no frames of animation at all. The smallest movement you can make seems to be six pixels in any direction.

The sound is confined to a dull, 'plinky' tune. A game like this ought to conjure up the thrills and spills of aerobatic gunplay.

Instead of reaching for the sky, the gameplay drops like a stone. Because of the jerky, almost unpredictable way your plane handles, it is frustratingly hard to actually avoid anything when it comes to tight situations. That, coupled with the speed of the enemy and their bullets means it is almost impossible to get anywhere. The end sequence could be the finest piece of 16–bit programming known to man, but what's the point if no-one will ever see it without a cheat mode?

Tony Dillon



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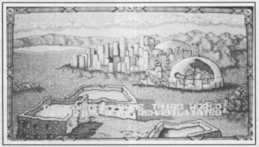
Up and away.

Flying and failing — Grandslam's game.



THEREAFTER SOME THIRD WORLD COUNTRIES WERE REHABILITATED

Grandslam
Price: £19.95

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GRAPHICS	**48%**
PLAYABILITY	**43%**
LASTABILITY	**33%**

50%

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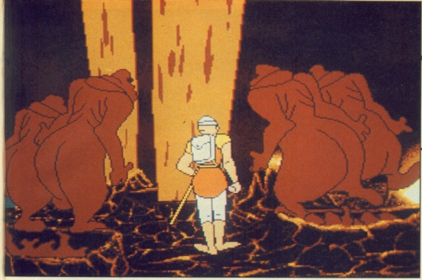
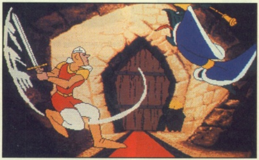
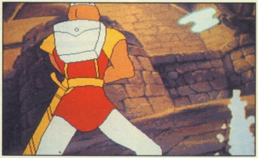


Dirk's back and so's his trusty broadsword.

SINGE'S CASTLE



Take that and that and . . .



So what do you think of the satchel?

What, another Don Bluth game? This one, actually, has a surprise up its sleeve.

Dragon's Lair and *Space Ace* both featured excellent graphics and fantastic sound digitised from the laser disk arcade machines. However, the lack of game play reflected in the middling ratings it received in the software, although this was by no means the case with the Gallup charts.

Singe's Castle improves upon its forebears, though, with the aid of three difficulty levels and a small brown box. The first level is easy and only eight stages long. The small box at bottom of the screen flashes up the appropriate joystick move a second or so before it's required. On this level it only takes about half an hour to go right through (although you don't get the finishing sequence). On the intermediate section there's fifteen stages and even less time to complete the moves, (and no end sequence). The hard level has twenty stages and you need to be able to have remembered all the moves from the medium levels, and you need to have split second timing to complete the new sections which appear. More importantly, if you complete this you get the cartoon show at the end, which is well worth seeing.

This does wonders for the game. It manages to drag itself out of the swamp of mediocre software, brushes itself down and becomes quite presentable. The addition of difficulty levels, decent presentation and the little help box makes an amazing difference.

Naturally the graphics are very good indeed. The short animated sequences have to be seen to be appreciated. Unfortunately the graphics lend call for an impromptu two player mode, one to play an done to goggle and say "Did you see that?" Again the sound is sampled straight from the arcade machine.

At last El seem to have got the laser disk conversions pretty much of pat. All it takes is five disks, two drives and meg to get everything running smoothly. Well worth checking out.

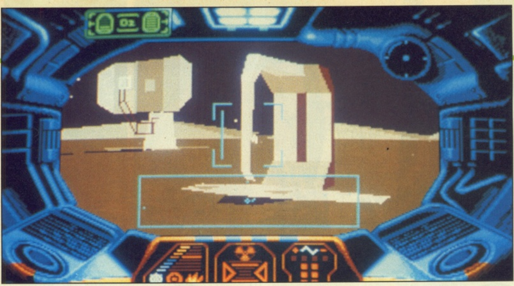
Mark Patterson

We reviewed *Singe's Castle* with one megabyte and two drives. Although the amount of drives doesn't actually affect the gameplay the lack of memory expansion does. Unexpanded Amigas will not feature sound or some of the graphic effects and the marks would be lowered accordingly.

Entertainment International
Price: £44.95

SOUND	85%
GRAPHICS	94%
PLAYABILITY	76%
LASTABILITY	69%

73%

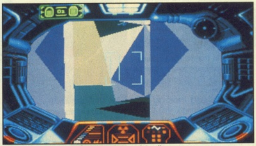


The transporter to the underground complex. Now how do I work it?

INFESTAT

Star Trek transporter room.

There's something lurking out there!



"If you want to get a head, get a gas canister."

Psygnosis
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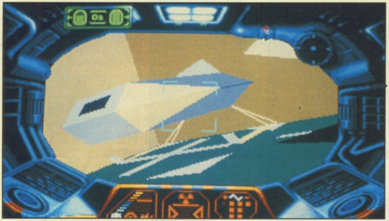
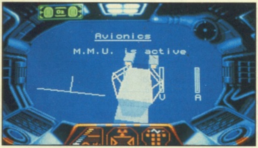


Looks like one mother of a mover!

TION

What? No 'free' T-Shirt? Oh well, with a game this good who needs a T-shirt? *Infestation* is all about a small space colony that has been invaded and destroyed by a band of marauding aliens. You, Captain KAL SOLAR (to be pronounced in a big booming voice) have to travel alone to the colony, get inside the underground system, seek out the eggs, destroy them and then atomise the planet by setting the nuclear power source to critical mass. Well, there's no harm in making sure none of the nasty little critters get away, is there? What's a mere planet in this day and age?



M.M.U. is active

Short circuit returns

The aliens aren't all you're likely to come up against. Alone on the surface of the planet you find yourself being attacked by lots of scuttling little spiders and not-so-scuttling large killer robot guards. Work out how to get underground — I'm not going to tell you how — and you'll find there are many other hazards to deal with. Many of the areas are radioactive. There are robots and computer systems turned haywire and hostile. Even simple things such as doorways can cause death. In most cases you will walk through two sets of doors, joined by a short passageway. To open the second door, the first must be closed. It's all too easy to try and open the second not realising that you're stood in the path of the first one and . . . blam!!!

Your task is made slightly easier by your space suit. It provides you with oxygen when there's none, shielding from heat and radiation, a shoulder-mounted laser rifle and an on-board computer system that gives you lots of wonderful toys such as a complete navigational system that allows you to find your way through the labyrinth of tunnels and doors. You also get a notebook, complete physical analysis at a glance, an inventory and of course those ever important laser rifle sights. The problems? The suit only has a limited oxygen supply and a limited battery life, both of which have to be constantly topped up by collecting the special pods which litter the complex.

The graphics, in particular the stunning title screen, are amazing. They're not as superfast as *Conquerer* or *Starglider 2*, but they are very detailed and there are a hell of a lot of vectors on screen at any one time and they do move quickly. Not only does the graphics system do everything that Freescape has ever promised to do, it does it ten times better. The feeling of realism is incredible. It doesn't happen right away, of course. For the first hour or so you play, it's just a game, but once you start getting places, the feeling of 'actually being there' is overwhelming.

Whoops!

One room actually made me tremble. In one corner, there is a screwdriver, in another there is a battery for your suit, and slap bang in the middle is this huge floating head with glowing eyes that always turns to face you. It can kill you on contact, but doesn't ever move towards you. It just hovers menacingly in mid-air. I swear if it ever moved I'd have a heart attack. The ventilation system worried me too. After ten minutes of crawling along the seemingly endless maze of tunnels, I had to emove my helmet, regardless of whether or not there was oxygen. I'd rather die from asphyxiation than from claustrophobia.

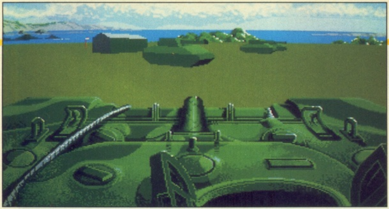
Quite simply *Infestation* is an incredible game. I'd even go as far as to say it's a game that every Amiga owner should have. And every ST owner too. Truly a top-notch release.

Tony Dillon

SOUND	**82%**
GRAPHICS	**94%**
PLAYABILITY	**94%**
LASTABILITY	**92%**

94%

C U SCREEN STAR


Those tanks are yours, so don't shoot.

SHERMAN M4

Falling somewhere along the lines of an arcade player's *Tank Platoon*, *Sherman M4* gives you the opportunity to sleep between the metal sheets of a Sherman M4 tank and take command of an attack platoon.

I must admit, I was a bit dubious about the arrival of 'yet another tank game', however, all fears of the word 'average' were disintegrated in a blaze of cannonfire. Sherman M4 is very cool indeed.

A standard platoon consists of four Sherman tanks and a couple of jeeps if you're lucky. You'd better look after them, because they're the only vehicles you have through the campaigns, which can have anything between five and eight missions. The jeeps are unarmed, and therefore are only really useful for spying on enemy operations. They aren't particularly resilient, so you have to take extra care with them.

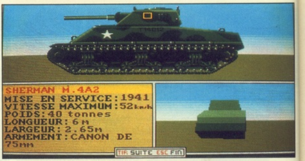
The tanks are great fun. Each one can take quite a lot of knocking about, so long as you don't drive them over mines. The graphics aren't the most complex, filled vectors I've seen, but they are some of the fastest. The use of a sprite horizon makes the landscape quite impressive, despite the small offering of landscape features. A few trees, a couple of enemy bunkers and a river here and there seem to be all there is on offer. That said, if I get caught in a clump of trees again, I'll scream.

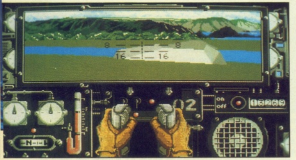
M4 Sherman is very atmospheric. The relative ease of play means that you can get stuck in immediately, and once you've had your trundle around, blowing up trees and churches with gay abandon, and you begin planning strategies properly, wild horses couldn't drag you away.

This is an extremely good game. A clear winner for US Gold, and a game worth buying if you're after a fun strategy game, or a fast 3D blast along the lines of *Battlezone*.

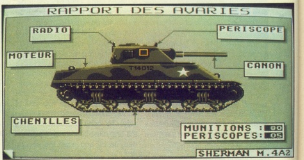
Tony Dillon

Beats a Ferrari any day.


SHERMAN M.4A2
MISE EN SERVICE:1941
VITESSE MAXIMUM:52km/h
POIDS:40 tonnes
LONGUEUR:6 m
LARGEUR:2.65m
ARMEMENT:CANON DE 75mm



A bridge too far?


RAPPORT DES AVARIES

MUNITIONS : 80
PERISCOPES: 05
SHERMAN M.4A2

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US Gold
Price: £24.99

SOUND	81%
GRAPHICS	86%
PLAYABILITY	85%
LASTABILITY	87%

86%

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Amiga Format said: "An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer Myth, it's that good!"
Myth Ratings: **Crash 91%, CU 90%, Amiga Format 87%, TGM 85%**

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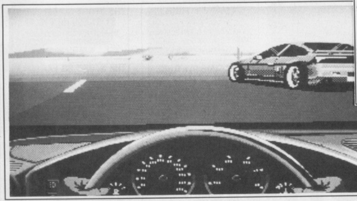
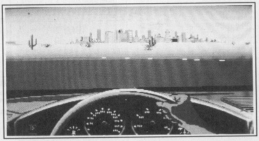


The graphics are great — especially the horizons.

No, nothing to do with the original *Highway Patrol* from Vortex, but a whole new breed of Highway Patrol. Can there be any job as physically and mentally demanding as a highway cop? Driving for hours at speed with only the law and a powerful handgun for protection, your only reward is large sums of money for every criminal you catch.

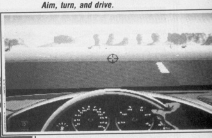


Turning for a burning.

You're a rookie cop trying for pomotion and eagerly awaiting all the perks that come with it. To gain it you have to stick to the rules and get the job done correctly. Blazing across open country and opening fire on any car that gets in your way is just one way of not doing the job correctly.

Of course, before you can stop the enemy car in true chase style by overtaking it and skidding to a halt to block the road, you have to find it, and that's no mean feat in itself. The map of the landscape it huge, and full of lots of little interconnected roads, so constant monitoring of the supplied map is a necessity. Not only do you have to keep track of where you are, you also have to keep an eye out for where the opposing car is, and try and work out some feasible way of getting to it. All this while driving. It's tough.

Aim, turn, and drive.



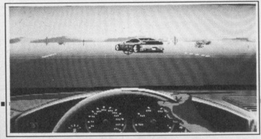
The still graphics are very impressive. the lovely graduated horizon gives a wonderful feeling of distance, and the other cars are large and really detailed. The only real problems set in when the thing starts moving. The update is appalling, and that's only on the roadway. The update of the other cars is even worse. There can't be any more than six frames from horizon to near distance, and when the cars turn, I'm sadly reminded of the ill-fated *Crazy Cars*.

The sound, on the other hand, is pretty good. The tune that intros the game is a bit weak, but the in-game FX are great. Hear those sirens whine, and the sound of your bullets striking opposing cars and cacti alike.

It does provide some fun, though I find the overcomplicated map system a little off putting at times. Worth a blast, but with smoother scrolling and perhaps an in-game map it would be worth buying.

Tony Dillon

Er, follow that car?



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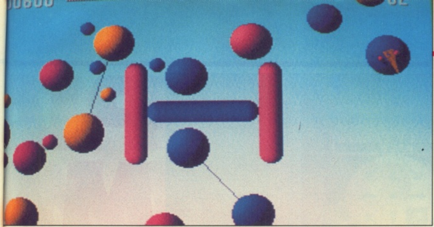
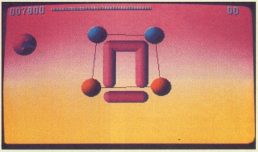


Each level has a number of balls you have to make disappear within a narrow time limit.

E-MOTION

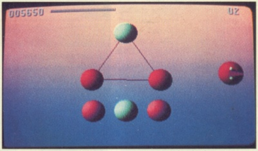


The 'New Age' arrives in software. At last the Amiga can boast a game you'll be proud to boot up when your crystal analayst comes round to listen to your collection of Brian Eno LPs. *E-Motion* is one of those games in which gameplay is everything — *E-Motion* is very much back to basics.

Like all the best games of its kind the idea is a simple one. You have a ship — and by manouvreing it in an *Asteroids* type manner, you have to knock pairs of matching balls together to make them disappear. If, however, you send different coloured spheres careering into each other, you're rewarded with another one you have to get rid of. As game-plays go, it requires dexterity, subtlety and restraint, so if your idea of a good time is a few rounds of Rambo III, it's quite likely that this isn't the game for you. Frankly, *E-Motion* can be bloody irritating, you can be just about to complete a difficult maneouvre and a little misjudgement or slip of the joystick can give you twice as much work as you started with. Then again, it's also highly addictive. *E-Motion* is that rarest of games — an original.

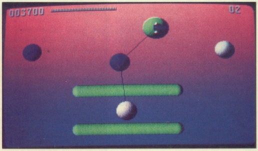
With credit to the programmers, *E-Motion* has real character. Everytime you collide with anything there is a symphonic chiming which adds to the 'ambient' atmosphere and the brightly coloured screens are as easy on the eye as possible. The complexity of the levels is nicely graduated. There are bonus levels and plenty of variation on the theme, so it's appeal should last a lot longer than the average piece of software. After a few hours of dabbing with the game, I got the feeling that although *E-Motion* is original, stylish and highly playable, there's something about it that makes it fall short of being a true classic. It could be that it's a little fussy for my tastes, dare I say a little poncy. I'm just not sure that the aggro involved in getting through the game is worth it. All I can be sure of is that after reviewing it, I have an irresistable urge to reach for a Napalm Death tape and give the volume control a severe yank.

Mark Heley



For good measure some of the balls are attached by elastic.

To make sure it's hard there are obstacles to avoid.

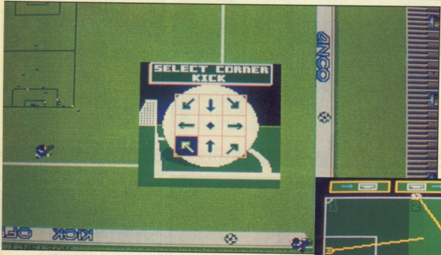


SOUND	**65%**
GRAPHICS	**68%**
PLAYABILITY	**61%**
LASTABILITY	**78%**

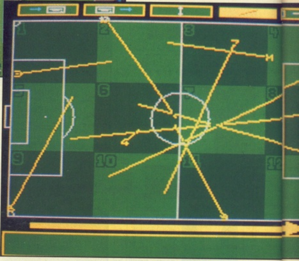
74%

US Gold
Price: £24.99

PLA MA



The corner kick icon, Kick Off style.



You can't play two-player — it's you against the computer, but, boy, is he tough!

How many times have we lost at *Kick Off* and said "Oh, I must have had a bad team."? How many time have we been faced with a far superior computer team and wished we could have done something about it? Wish no more, *Player Manager* has finally arrived, and it's far better than I ever expected.

A Logical progression from *Kick Off*, the core of the game remains basically the same. After all, the centre of any football management game is the match itself, and what better thing to play than *Kick Off*?

As the title suggests, you're a player-manager, much along the lines of Kenny Dalglish's role in Liverpool, so really you have two games for the price of one.

Make no mistake, it is *Kick Off* plain and simple, with one or two variations. For a start, each player is now strongly affected by injury and stamina levels. Bring a player down once too many and he'll limp off the pitch and be rendered out of the game for a few weeks. Stamina is another crucial factor, as your number 9 striker may be able to out run anything on the pitch, though he may have trouble keeping up with the opposing defenders after half time. For the first time in a football game, those rows and rows of little statistics actually seem to mean something.

You only play one player against the computer, which is a bit of a let down where *Kick Off* is concerned, but the computer is no push over. Each team plays differently and is composed of different skilled players, so studying form and playing strategies is of vital importance if you want to get anywhere.

But where *PM* really holds it own is on the management side. Here, in amongst all the detailed form sheets and generous assortment of menus, is where all the important decisions are made, starting right off with who you are. There are basically two roles you can play. The first, and possibly the easiest, is the true managerial role, in which case you can play the whole team, as in *Kick Off*. The other role, and one I find a bit odd, is the role of a true player manager, where you still make all the managerial choices, but can only play football as one member of the team. No more passing to yourself across the pitch, as it were. In this mode, you can only

Anco
Price: £19.95

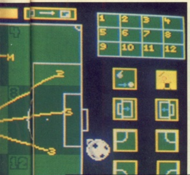
Football is quite a popular subject at the local EMAP water hole, and there are many usually quiet members of staff who suddenly become amazingly articulate at the first mention of astroturf. A night in the pub with Mike Pattenden can turn into quite an educational one. For example, did you know:
The fastest own goal in league history was scored by Pat Kruse of Torquay United in around 6 seconds after kick off?

Or did you know:
Tony "Donkey" Adams is the only player in footballing history to score a goal for both sides in both a national and an international match?

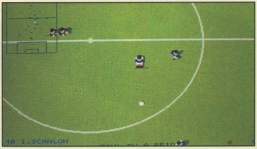
The smallest crowd ever to turn up for a full international match was 2,315 adoring fans for Wales vs N. Ireland in May, 1982.

And two small, though significant facts:
The smallest paying crowd for a league match was on the 7th May 1921 at a match at the Old Trafford ground between Stockport County and Leicester City. The total number of paying punters was 13.

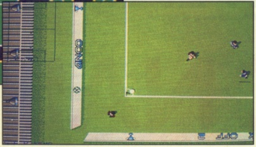
AYER
ANAGER



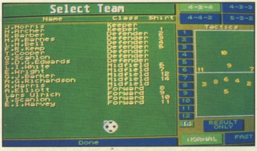
ough!



Fouls mean mad referees.



Time for a corner again.



Select Team

Name	Class	Shirt
J.Morris	Keeper	
H.Archer	Keeper	1
R.Barber	Defender	2
M.A.Barnes	Defender	3
L.M.Bell	Defender	4
F.R.Kemp	Defender	5
T.Cooper	Defender	
G.Scanlon	Defender	
S.D.G.Edwards	Defender	
L.I.White	Midfield	6
E.Wright	Midfield	7
G.J.Barker	Midfield	12
A.G.Richardson	Midfield	14
A.Harris	Midfield	
A.Elliott	Forward	8
Lars Ulrich	Forward	9
I.Scanlon	Forward	10
E.I.Harvey	Forward	11

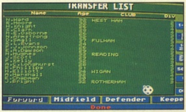
Statistics at last which actually mean something.

play your chosen position, and have to work with the computer operating the rest of your team for you. Tough to play, but infinitely more rewarding.

As management games go, *Player Manager* is definitely a step in the right direction. A lot of the menus and options cover old ground, but in the case of player transfer markets and financial details, that's unavoidable. However, possibly one of the most impressive options yet seen on a managerial game, and the keystone to addictiveness and involvement of this game, is the Tactics option. Forget selecting 4-2-4 or 4-3-3, *PM* lets you plan all your set pieces just the way you want them. An infinite amount of different strategies are available to you, the only limit is your imagination. By placing the players in the best positions for your style of play, and marking out apporximate 'trace' lines, telling each player where they should be for any given moment, you'll never be able to say that you aren't in full control of your game.

At last a management game that requires true management skills. Add to that the most addictive arcade soccer game ever, and if you don't have a winner, I'll buy you a drink.

Tony Dillon



TRANSFER LIST

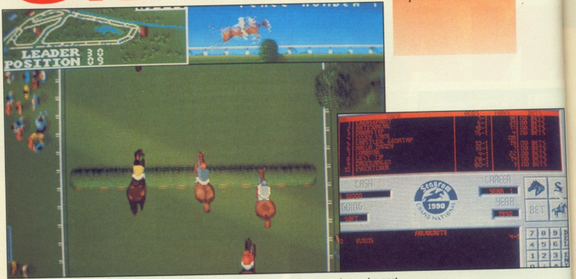
Name Age CLUB Div

N.Ward WEST HAM
R.Moore
H.Knight
S.Clark
M.E.Osborne
N.Armstrong
D.Small FULHAM
K.L.Evans
F.J.Johnson
E.A.Dawson
M.Hughes READING
J.Scott
F.Kelly
A.C.Longhurst
R.Phillips
H.Elliott WIGAN
A.Marshall
E.Chapman
J.Bright ROTHERHAM

SOUND	**79%**
GRAPHICS	**83%**
LASTABILITY	**86%**
PLAYABILITY	**94%**

94%

GRAND NATIONAL



Gee gees — you can buy 'em, flog 'em or place a flutter or 'em. Sadly, if they fall they may end up as dog meat.

This is the official licence of the Seagram Grand National 1990, incorporating all of the participating horses and some jolly nice sound effects.

At the start of your career (which can last for 1, 5 or 10 years, you decide) you have no horses and £10,000. The first thing you have to do is buy a horse to ride in the National. Clicking on the appropriate icon gives a list of nags, some are top class fillies that cost too much, the ones you can afford initially are pretty run-of-the-mill.

To make your money back you can place bets on any of the horses running, including your own, and if you've bought a really duff horse, you're going to need all the money you can lay your hands on.

Select which of your horses to ride, and you're under starters orders. The race is represented slightly unusually. There are three windows on screen, all of which you have to watch. The first, and smallest window, has a plan view of the course, with your nag as a little flashing dot. The text below this window also gives you current race details, such as time and your current position.

Window number two has a side-on view of the horse galloping along the track, and gives you a visual representation of your horse approaching fences, allowing you to judge the best moment to jump. Finally window three, the largest, provides you with a top view of the race, showing you on your horse, and any other nearby. It's from this screen that you steer your horse through the race, and it also contains speed and stamina meters. The higher the speed meter, the faster your stamina falls. The key is finding a good balance of speed and energy.

The graphics aren't bad, by any standard, but they are little too functional. And for the most part the same applies to the sound. But that said, I like the sampled speech which announces the winners, although the jingly tune that plays on the options screen grates slightly.

It's fun, there's no doubt about that, but I do feel that it could do with a steroid or two in both gameplay and variety, and probably falters in the lastability states.

Tony Dillon

Elite
Price: £19.99

SOUND	**76%**
GRAPHICS	**78%**
PLAYABILITY	**69%**
LASTABILITY	**60%**

71%

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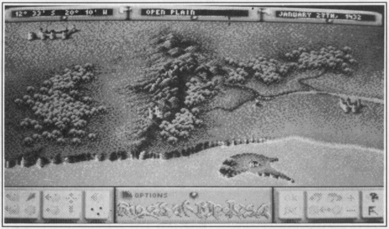
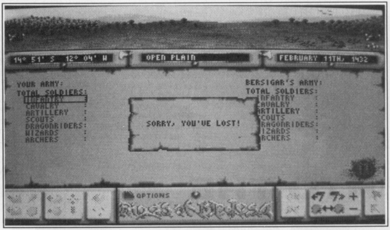


Starbyte
Amiga
Price: £29.99

Just a glance through the heavy-handed text which accompanies Starbyte's latest RPG leads us to believe that *R.O.M.* is quite a meaty piece of software. Indeed, the quest itself is attractive. You, as Crown Prince of some unknown land, have to deal with one of the greatest adversaries of Greek mythology, the Medusa herself. For the sake of the story, Medusa has control over a 'hell-army' who aim to take over this, a green and pleasant land and you have to deal with her once and for all.



```
YOUR ARMY:                                     BERSIGAR'S ARMY:
TOTAL SOLDIERS:                                TOTAL SOLDIERS:
  INFANTRY      :                                INFANTRY      :
  CAVALRY       :                                CAVALRY       :
  ARTILLERY     :                                ARTILLERY     :
  SCOUTS        :       SORRY, YOU'VE LOST!      SCOUTS        :
  DRAGONRIDERS  :                                DRAGONRIDERS  :
  WIZARDS       :                                WIZARDS       :
  ARCHERS       :                                ARCHERS       :
```

The game is viewed on three levels. The first, and most common, is an overhead view of a part of the land, with you as a small sprite. Using the mouse, you move this sprite around the map, guiding yourself toward towns where you can make money by trading goods, buy soldiers, weapons and transport, and of course search for the five rings. The towns are represented by a map, with buildings highlighted and named. By clicking on these buildings you can enter them.

The third level is the fighting screen, not completely dissimilar to *Joan of Arc* in that both armies are viewed as small clusters of dots, with a group of icons to control the movement of your attacking forces.

The game itself is controlled by a series of icons at the bottom of the screen that really provide nothing but the most basic functions — simple object and monetary manipulation, some communication interaction (a YES and a NO button for answering questions) and disk commands. It's this simplicity which really put me off the game to start with. Simple controls are fine if put to such good effect as, say, *Times of Lore*. Unfortunately, the controls are only set for the most basic functions, and this makes the gameplay primitive.

And it is really this complete lack of ingenuity which has spoiled *R.O.M.* for me. What could have been a highly enjoyable and involving RPG has turned out to be nothing more than a superficial trading game with some strategy elements. Yes, the graphics are very nice, but that will never be a saving grace of any RPG. If there's one thing products of this genre cannot afford to be, it's superficial.

GRAPHICS:	**81%**
PLAYABILITY:	**56%**
PUZZLEABILITY:	**59%**

65%

INTO THE VAL

Keith unlocks a diary this month, and no doubt reveals a musty map. What else is KC up to? Getting the dog into the kitchen, searching for the High Lord and doing a few turns, that's what.

JOURNEY

Every now and again a clue gets cocked up, and this seems to have been the case in November's Valley. "Your Nightfang clue was wrong when you suggested that all the characters except Tag should return immediately! Praxix should proceed, and he will find a tree stump, which will open if he casts the BLAZE spell on it," writes Morten Repshus from Norway. Oops! Thanks for straightening things out, Morten.

Geir Jensen from Trondheim, also in Norway , has reason to believe he is very near the end of his Journey. But before he can reach his goal, he must get the island. He has been recommended two ships, but whichever he chooses he and his party get killed on the voyage. So - which of the ships should he use, or is there yet another of which he is not aware, that will give him safe passage?

PERSONAL NIGHTMARE

Mark Coveney was looking for a way to open the locked diary, a month or two back. Here's how, with the help of Marc Baldwin of Bolton.
Go into the kitchen at the Dog and Duck after 11.30 pm. Put the plug in the sink, and turn on the taps, to flush the evil water demon down the drain. Look in the washing machine, and examine the pair of pants you'll find inside to get the key.

DRACULA

Wayne Jacques has been sitting in a coach for an awfully long time now. For 348 turns, in fact, and it still hasn't stopped!
Should he try jumping while it's in motion, or perhaps make a grab for the handbrake?

BARD'S TALE I

How exactly do you input that long sentence, the one that Peter Gawthorpe was struggling to force into the input buffer a few weeks ago, in answer to the magic mouth on level 3?

Wayne Cooper of Wakefield has come up with the answer - you simply press RETURN after each word. "All you have to do now is to find the exit," adds Wayne. "A quick way of doing this is to cast APAR N+5, E+7, UP, O." Wayne says he will be happy to help anyone on any of the three Bard's Tales, provided they send an SAE. His address is: 71 Silcoates Street, Peacock Estate, Wakefield, West Yorkshire WF2 0EA.

And on a different note, Jeremey Gowland of Tasmania would like to know what the Onyx item is, and where to find it.

KEEF THE THIEF

Øyvind Adnoy is stuck not only in Legend of the Sword, but is having trouble in Keef The Thief, too. "I have found four artifacts: Plate of Strength, Arm of Wealth, Arm of Love, and Artifact of Mem. Where will I find the last two? And how do I mix the spell Riteus Gardus?"

LEGEND OF THE SWORD

"Am I supposed to do something with the crocodile?" asks Øyvind Adnoy, from Norway. "And what about the beaver? I can kill it, but I can't get rid of it! Further south, Klaus Conrad in Malta is battling against other problems. He has tried everything except kissing the Mudbeasts to get rid of them, and failed. And he's also searching for the High Lord's skull. Has ANYONE overcome the dreaded Mudbeasts? I've certainly not heard a whisper from anywhere on this sticky subject.

DUNGEON MASTER

Who knows of a quick and easy way to kill the knights?

Klaus Conrad has a method which takes him years on end to complete, and will never get through his exams if he can't speed things up!

Write with your problems, and any answers that may help fellow adventurers, to me at The Valley, CU, Priory Court, 30-32
Farringdon Lane, London EC1R 3AU

COMMENT

I like reading Role Playing and Fighting Fantasy books, so I bought the game Temple Of Terror. All was going well. I was flying on the eagle when I encountered a pterodactyl. It is a year from the time I first encountered the pterodactyl and Istill don't know the command I must use to kill or pass it. It's no use reading the book, since the eagle and pterodactyl use dice combat. Can you help me?

On the brighter side, I believe your adventure section is good, I mean great, and half-brained twits who say adventures are boring should be flogged.

Paul De Angelis,
Melbourne

Campbell's Comment: A little bit violent don't you think? Personally, I'd stand them knee-deep in evil smelling mud, and then set chiggers loose on them.

A few months ago I bought a pack under the Rainbird label, only to find one of the tapes was damaged. I sent the tape back to the address given in the instructions, but it came back about two weeks later and it said on the envelope that the company had gone away. I was wondering would it be possible for you to give me Rainbird's new address?

Wayne Jacques
Waterford, Ireland.

Campbell's Comment: What a fine example of communications from communications experts, British Telecom, previous owners of Rainbird! I'm appalled that they didn't arrange for mail to be forwarded to Microprose, to whom they sold the company. The address of Microprose is: 2 Market Place, Tetbury, Gloucestershire GL8 8DA.

I have just purchased Space Quest III, and I think the backdrops early in the game are fantastic, and I suffer fits of laughter whenever I load it up. I haven't seen a review for SQ1 or SQ2. They are for sale in Oz for $50 each, but are they worth this much? Although the humour and puzzle solving elements will (I presume) still be in abundance, are the graphics as good? Are they as playable as SQ3?

Greg Trenowden,
Adelaide.

Campbell's Comment: No, they are not so good graphically. Sierra have been using their enhanced system on the latest games, which gives far better resolution and animation. The starting points for the upgrade are King's Quest IV, Space Quest III, Police Quest II, and Larry II. But the older games are quite playable - after all, those were the games that became popular enough to make it worthwhile for Sierra to improve their system! You'll find a review of SQ2 in the April 89 Valley.

Thanks for help this month to: Paul Hardy, Sheffield; Morten Repshus, Kristiansand, Norway; Wayne Cooper, Wakefield; and Klaus Conrad, Malta.

VENOM:
Tell Harg to drop his sword, then take the it and you should be able to control him.

MAJIK:
Find Boldok and give him your magical sphere. Then kill him before he has a chance to escape. Take the sphere and the jewel, go west, and show the emerald to Capriol.

INDY ADVENTURE:
To pass the guards at the checkpoint after the plane crash, offer something to each of them.

RIGEL'S REVENGE:
To pass the android, examine its head carefully, and then use the can on what you see.

SHADOWS OF MORDOR:
To move the logs, drag them. You need help with this, and it will take two journeys.

JOURNEY:
To gain the confidence of the wood elf, say TAG LA, BRAN AGRITH.

BARD'S TALE 3:
The bows and arrows are in the burial chamber.

BARD'S TALE 1:
The Mad God's eye is in the NE corner of the third level of the catacombs. There is a false wall in that corner.

HEROES OF THE LANCE:
To kill the dragon, cast a deflect dragon breath spell, then attack it with arrows, rocks, or spells, aiming them low at its tail.

LEY

INTO THE VALLEY

Mark Patterson is here with news about adventures and RPGs, licences from live role playing sets, and a handy new guide to programming your own adventures.

Adventures from the Continent could well be this year's flavour, and the next will be **Final Command** by Ubisoft.

After twenty-one years of war, a breakthrough in interstellar travel unites the battling superpowers.

Twenty years later, Earth inexplicably loses contact with one of it's bases, and it's down to you to check it out. I sure hope there's no ALIENS about.

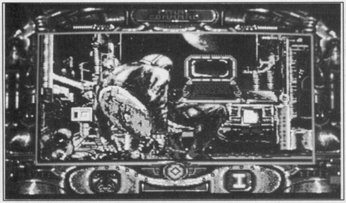
Despite its borrowed sounding plot, *Final Command* will be an icon driven adventure where, we're informed, you'll never quite know what's around the corner. A sort of cross between *Captain Blood* and *De Ja Vu* I suspect.

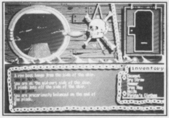
Back on more familiar territory, and there are many of us about — junkies who have completed Sierra's previous products and crave a new fix. Never fear help is on it's way.

The Colonel's Bequest casts you as Laura Bow, a college student who suffers from murder mystery syndrome. Trouble just can't help but find her.

Currently PC only, the Amiga version should be ready just before summer, featuring all Sierra's usual tricks and bits plus a few new surprises. And watch out for another new bob from Gainstar. **The Island of Lost Hope** will follow the not unimpressive Dungeon Quest, but the pirate-themed game promises to be more graphics led.

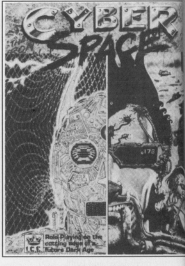
Why read it when you can play it? D&D role playing has been a great inspiration for adventures and RPGs — but watch out for a new range of home computer releases based upon the current fad for role playing with a cyberspace theme.





A row boat hangs from the side of the ship.
[illegible]
You are on the mid-port side of the ship.
A plank juts off the side of the ship.
[illegible]
You are precariously balanced on the end of the plank.

Out soon. Final Command and The Island of Lost Hope.


CYBER SPACE
I.C.E.
Role Playing on the cutting edge of a Future Dark Age

Tipped for a licence. ICE's Cyberspace.

Cyberspace the game features all the hazards and psychedelic trappings of a 'net junkie', from burnouts to physical modification set in the seedy real world of drugs and organised crime.

The widely acclaimed 'Cyberspace' by Iron Crown Enterprises is priced £9.99 and available from Virgin games and other good games stores.

And by way of postscript to that story, check out the Philip K Dick award winning **Homunculus**, the new Steam Punk novel by James P. Blaylock.

Anyone acquainted with CU should be familiar with the concept of cyberspace by now — but steampunk is the next progression.

What if computers had been invented a century ago? Would they be steam and brass tubes instead of AC and the chip?

'Homunculus' is being widely touted as an RPG licence. Read it, it's great. It's published by Morrigan and should be in the shops now.

And now for our final browse through the bookshelves. Everybody knows that adventuring's no doddle. That's why we do it, right? But maybe it's too much to bear being stuck in a stinking bog or being constantly killed by Orcs? Or maybe you can't find the magician's magical cloak? Well ponder no more, try writing your own adventures.

Published by Amazon Systems, *Computer Adventures — The Secret Art* — is a must for all would-be adventure programmers who just can't find a decent foothold.

Priced at £7.95, it should be available at your local computer shop now.

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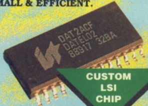

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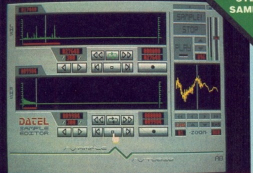

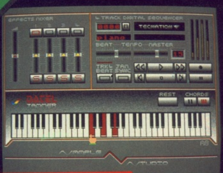

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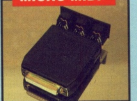

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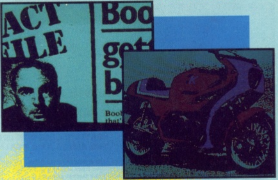

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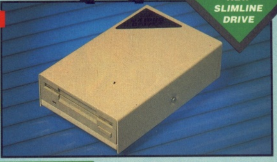

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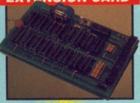

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CU RESULTS

B-Movie Compo

There's nothing better for a fun night in than a few beers and a couple of really corny B-movies, and it seems that a lot of you agree, judging by the overflowing post sacks. Or maybe you were tempted by the chance to win the luscious Philips VCR complete with teletext adapter

Of course, the robot in the classic B-Movie Forbidden Planet was called Robbie.

So the Oscar for the reader who can recognise a low budget sci-fi movie, accompanied by the VCR and a copy of Forbidden Planet goes to Chris Norman, Billericay. The lucky ten runners-up, who get to take home a copy ofthe videot are Stuart Lloyd, from Anglesey; John Watson, Hull; Stuart Hall, Leigh; Sean Glover, Cambs; Nick Thomas, Worthing; D.Bruce, Seaham; Steve Mahr, Monikie by Dundee; Adrian McMahon, Tooting; Simon Beeby, Leicester; Oliver Bell, Norwich.

Ghouls compo

If there's one thing the ghost of Christmas past could never accuse us of being, it's miserly. Why, we've offered you the chance to win a really neat little video camera, which just like regular cameras, can take full colour high-quality photographs, only unlike regular cameras it allows you to play back your holiday snaps on any convenient TV. And all you had to do to win was to correctly identify the Charles Dickens novel "A Christmas Carol".

And this little gift goes off to Jon Taylor of Bovington. The twenty copies of US Gold's *Ghouls 'n' Ghosts* wing their separate ways to Marcos Moret, from Whetstone; Alan Wormald, Sheffield; Mark Ramsey, Fife; Robert Crosbie, Glasgow; Marc Robinson, Billingham; M. Mascarenhas, London; Asha Karim, Manchester; Gregory Davis, Aberdeenshire; Oren Harris, Hemer, W.Germany; Eric Wall, Leicester; Efrem Kirk, London; Alan Ward, Londonderry; Stuart Baggott, Suffolk; S.A.Morton, Brighton; J.Dutton, Cheshire; Jeff Townsend, Birmingham; Gareth Bowell, Hereford; Barnaby Wood, Prestwood; A.F.Cutler, Newton Abbot and finally Mike Worley, Hants. Congrats all round.

Fury Compo

We could tell that you lot out there were dying to get your hands on the natty little Philips 3LC2050 pocket TV. So, we came up with some especially tough questions for such a special prize, donated as ever by not-quite-airman Tom "Toggy' Glenister, and not surprisingly, a good handful or two of you had a bit of difficulty with them, and just to put you out of your misery and to end your sleepless nights, here are the correct answers. Bearcat, Wildcat, Tomcat or Tigercat; Mitsubishi Zero; Enterprise, Yorktown and Intrepid to name but a few. The TV goes to none other than Mr D.J.Wood of Liverpool. Ten people who each get the opportunity to have their very own copy of Wings of Fury are: Bob Jones, from Gloucester; A.P. Jones, Newport; Alex Crawford, Recklinghausen; Noel Summer, Cheshire; S.Rogalson, Birmingham; W.Westerlaken, Holland; S. Chapman, Wirral; Steve Rookes, Cleveland; N.Barnes, Birmingham; Lee James, Chigwell. Well done people.

Midwinter

Not really much of a compo, this one. More of a compo-ette. Basically all you had to do to be in with a chance of winning the Microprose disk shaped Midwinter calculator is give us the name of Mike Singleton which is, as the more astute of you out there may have already sussed, Mike Singleton. Lucky you, Iain Oliver of Great Yarmouth, no more counting on your fingers, eh?

Gravity Compo

Feeling disorganised? We thought you might be, which is why we have given you the chance to get your life back into some sort of shape with the amazing Agenda word processor/personal organizer. All you had to do to win was to tell us that Black Holes are created by collapsing stars, Walt Disney made the movie The Black Hole and that E=Mc2 was discovered by Albert Tatlock, sorry Einstein. So what stopped you from entering? Tthe prize has gone to Stephen Finnan from Barking. Ten other readers, each get what is generally regarded as 'not a poor substitute', a copy of Gravity for their Amiga. Those fortunate ten are:David Standen, from Winchester; M.Beckett, Newcastle; Kelvin Harding, Surrey; Mark Grzywalz, St. Albans; Adam Wilson, Isle Of Wight; James Warren, Caterham; D.Chung, Wood Green; Paul Bennett, Reading; I.E.Campbell, Blackpool; Martin Swann, Wrentham. Eat your heart out, Newton.

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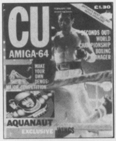
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HELPLINE

Remember to mark your envelope either 'Enquiries' or with the correct response code.

ENQUIRIES

STARCOMMAND

In my last mission I must find Princess Verthsilda's escpae POD near a blackhole. I have searched in all the sectors near a blackhole but I have not found anything. I have searched through Scientific, Espionage and Delivery missions.

What more can I do?

Xavier Dealbert, Spain. **Q1**

WEIRD DREAMS

Out of all my games only one has baffled me, Weird Dreams. I have had it since Christmas and still cannot complete it, please help.

Ryan Muncy. **Q2**

LEATHERNECK

Now it's my turn to ask for help. I am wrapped in Steve Bak's game LEATHERNECK, but I can't get far. Can anyone help me. I'm wrapped even more in SILKWORM, but try as I may I can't get past the ninth level. I NEED HELP.

Sebio, D'ortenzio, Melbourne. **Q3**

DUNGEON MASTER

After playing Dungeon Master for the last month I have become struck on level 9. I would be more than grateful if someone could help me out by producing a map or some tips.

Paul Turner. **Q4**

OOZE

Help. I've got problems with Ooze! How can I get some food when I'm hungry and how can I get past the rats in the kitchen? Can I do anything with the mirror or can I use it somewhere? I'm having these problems on my Amiga!

Jerry Neeck, Belgium. **Q5**

LICENCE TO KILL

Has any-one got a cheat for the Domark version of Licence to Kill for the Amiga. As I can't get any further than landing the first helicopter. So the game's just sitting on my shelf now as I've tried everything.

P Gold. **Q6**

UNTOUCHABLES

I have bought "The Untouchables" and I cannot get off the third scene, will you please! please! send me a poke for infinite time or the ability to skip levels. Any poke will do.

David Rothon.
Q7

POKES

I seem to be having some problems with pokes. Everytime I enter one in to my computer the machine either crashes or prints "Guru software error". Please can you help me I just don't know what to do. Is there something wrong with my computer? And if so, what?

From a desperate Aimga addict.

J. Spray, **Q8**

RAINBOW ISLAND

Please could somebody help me I am desparately in need of help for Rainbow Island. I hear there is a secret room. I would be so happy if I knew how to get there and where it is. A poke would be nice as well. I also need help with BUBBLE BOBBLE, any pokes or tips would be nice, thanks, for the Amiga.

Mark Barry, **Q9**

XENON II

Can anyone help me with Xenon II. A cheat would do nicely.

Tung Chung, **Q12**

RESPONSES

SUPER PUFFY

I don't have a poke for Puffy but I do have some advice. The second level is pretty tough, so get the fire weapon and use it as little as possible. The best tactic is to avoid everything, only firing when necessary. Moving slowly and hiding around corners.

Most of the nasties are stupid and require little skill to negotiate. The only real problem is remembering whee you are, so it helps to pause the game occasionally and draw a line map, it's the best way I found to get through some of the later levels.

P. Worthing, Northolt

STRIDER

To get past the box which fires lasers kneeel down close to it, if you are close enough the lasers will miss you. Stay down and keep firing, then you will hear the tune when you die but there's no big white splodge on the screen, and you can load level two.

Own Thomas.

BATTLE SQUADRON

In response to John Simpson's enquiry about X-Out and Battle Squadron, I have sent in a cheat for Battle Squadron. Also I know of a cheat for Sue Woodman but instead of making the game easier by having extra lives etc. it actually puts MORE men on.

In Battle Squadron you type in CASTOR at any time and the screen will flash green. This makes both player invincible. Pressing F6, F7, F8, F9, F10 will let you choose whatever weapon you fancy whilst F1, F2, F3, F4, F5 will alter the power of the weapon.

In Operation Thunderbolt you type in SPECCY MODE on the high score table for more men, vehicles, jets ect. than even the arcade without any speed loss.

Hao-Yin Tsang

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response. Post your letters to Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, ie why you need a poke, why you would like a particular listing.

Write to:
Helpline
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Priory Court
30-32 Farringdon Lane
London
EC1R 3AU

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each on a **separate sheet of paper.** Likewise, if you send in a response but have an enquiry too. That way we can file everything in neat alphabetical files.

Sullivan Bluth's

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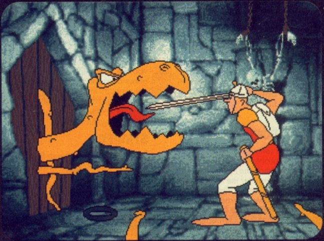

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POKES

BLACK TIGER

First type in the program and when finished save it to Disk for future use. Run the Program, take the current Disk out of drive 0 and Reset the Amiga. When the WorkBench hand appears insert the Black Tiger disk in drive to boot.

```
10 REM — Cracked by Andy Grifo, Black Tiger V0.1 —
15 REM — Supports Kick Start 1.2 and 1.3 —
20 checksum = 0 : total = 919621& : crack = 520274&
30 START = 520192& : FINISH = 520415& : GOSUB 50
40 GOTO 90
50 FOR n = START TO FINISH STEP 2
6060 READ a$ : a = VAL ("&h"+a$)
70 checksum = checksum + a
80 POKEW n,a : NEXT n : RETURN
90 PRINT "Your CheckSum = ";checksum
100 IF checksum <> total THEN PRINT "Data Error.":END
110 PRINT "Take all Disks out of Drive 0 NOW!!"
120 PRINT "Then RESET the machine by pressing"
130 PRINT "CTRL + AMIGA + AMIGA KEYS"
140 PRINT "When Workbench hand appears INSERT"
150 PRINT "Black Tiger in Drive 0"
160 CALL crack
170 DATA 48e7, 00c0, 41f9, 0001, 8354, 0c50, 5300, 6600
180 DATA 0020, 41fa, 0026, 43f9, 0001, 8350, 22d8, 32d8
190 DATA 33fc, 6004, 0000, d45c, 41fa, 000c, 21d0, 006c
200 DATA 4cdf, 0300, 4ef9, 0000, 0000, 4752, 4946, 4f00
210 DATA 48e7, 00c0, 41fa, ffba, 21c8, 006c, 4cdf, 0300
220 DATA 4e75, 41fa, ffe2, 20b8, 006c, 303c, 0052, 41fa
230 DATA ffa0, 43f8, 00c0, 12d8, 51c8, fffc, 6000, 0024
240 DATA 414e, 4459, 0000, 0000, 4afc, 414e, 4459, 4752
250 DATA 4946, 0121, 00f6, 414e, 4459, 4752, 4946, 0000
260 DATA 0100, 41fa, ffdc, 43fa, ffe0, 2089, 41fa, ffdc
270 DATA 2089, 41fa, ffda, 43fa, ffea, 2089, 41fa, ffd8
280 DATA 43fa, ffd8, 2089, 2c78, 0004, 42ae, 002e, 47fa
290 DATA ffb0, 2d4b, 0226, 4eae, fd9c, 2d40, 022a, 5479
300 DATA 00df, f180, 60f8, 0000, 0000, 0000, 0000, 0000
```

Andy Grifo

RAINBOW ISLAND

Type in the program and when finished save it to Disk for future use. Run the Program, take the current Disk out of drive 0 and insert the Rainbow Island Disk in drive 0. Now cancel both of the request boxes. Press return and the game will boot.

```
10 REM — Cracked by Andy Grifo, Rainbow Island V0.1 —
15 REM — Supports Kick Start 1.2 and 1.3 —
20 checksum = 0 : total = 1358231&
30 START = 520192& : FINISH = 520463& : GOSUB 50
40 crack = START : GOTO 90
50 FOR n = START TO FINISH STEP 2
60 READ a$ : a = VAL ("&h"+a$)
70 checksum = checksum + a
80 POKEW n,a : NEXT n : RETURN
90 PRINT "Your CheckSum = ";checksum
100 IF checksum <> total THEN PRINT "Data Error.":END
110 PRINT "INSERT Rainbow Island in drive 0 NOW!!"
120 PRINT "Then cancel both of the request boxes"
130 PRINT "Infinite Credits will be at your disposal"
140 PRINT "(Next issue I will supply a quick upgrade"
150 PRINT "which will give infinite men)"
150 INPUT "Press return for a SYSTEM-TAKE-OVER", grifo
160 CALL crack
170 DATA 41fa, 0108, 303c, 0070, 4218, 51c8, fffc, 2c78
180 DATA 0004, 93c9, 4eae, feda, 43fa, 0140, 2340, 0010
190 DATA 4eae, fe9e, 43fa, 00e4, 7000, 7200, 41fa, 00ca
200 DATA 4eae, fe44, 43fa, 00d4, 49fa, 0120, 234c, 000e
210 DATA 337c, 0002, 001c, 237c, 0003, 0000, 0028, 237c
220 DATA 0000, 0400, 0024, 42a9, 002c, 2c78, 0004, 4eae
230 DATA fe38, 48e7, 00c0, 2e3c, 0001, 9000, 23fc, 2007
240 DATA 4e71, 0003, 003a, 41fa, 003c, 20b8, 006c, 41fa
250 DATA 0010, 21c8, 006c, 4cdf, 0300, 4ef9, 0003, 000c
260 DATA 48e7, 00c0, 41f9, 0001, 9a5e, 0c50, 4eed, 6600
270 DATA 000e, 30bc, 4e41, 43fa, 0010, 21c9, 0084, 4cdf
280 DATA 0300, 4ef9, 0000, 0000, 48e7, 00c0, 43f8, 10ca
290 DATA 41fa, 0010, 32fc, 4ef9, 2288, 4cdf, 0300, 4eed
300 DATA 006a, 7cff, 4eb8, 10d0, 203c, 7004, 4e71, 23c0
310 DATA 0001, 7558, 4e71, 4e71, 4e71, 4e71, 4e71, 4e71
320 DATA 4e71, 4e71, 4e71, 4e75, 7472, 6163, 6b64, 6973
330 DATA 6b2e, 6465, 7669, 6365, 0000, 0000, 0000, 0000
```

Andy Grifo

NINJA WARRIORS

I have a cheat for the Virgin/Mastertronic release of Ninja Warriors. I used both cheats which were printed in March CU but the listing doesn't work on 1.3 Amigas.

As I was typing in the somewhat comical cheats on Ninja Warriors, I discovered that typing in CHEDDAR when the caps lock is on gives both players unlimited credits.

Andrew Bolam

CHASE HQ

I have found a very useful poke for 'Chase HQ'.

Load and play the game as usual, and when the writing comes up to do with musk, press the 'space bar' many times and your speed goes upto about '2000' KM/h.

I hope you have many fun hours on Chase HQ using this poke.

Mark Sullivan

X-OUT

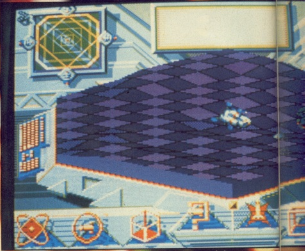
Buy the cheapest ship (beetle like one) and place it on the grid. Then select the smallest firepower place it over the shopkeeper's face and press the fire button. You now have 500,000 credits to play with.

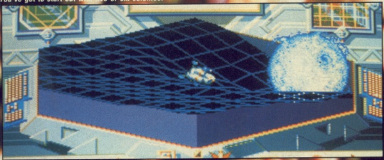
S Nicholas

Write to:
Pokes
CU
Priory Court
30-32 Farringdon
Lane
London EC1R 3AU

GRAVITY

Mirrorsoft's own Ross Goodley bounces an apple off his head and supplies us with some sound advice.


The web of space can be dangerous — but using your radar can help.

You've got to start out with five or six colonies.


DRONES

Drones are cheap and expendable, and also quite good at their jobs, but it is absolutely essential that you don't hang around to see what they're doing. If you get underfoot while a drone is active there is a pretty good chance of the poor beast getting trigger happy and shooting you. This is at the very least embarrassing and not uncommonly fatal. Leave them to it, if they survive the encounter they'll get back to you.

I would suggest that upon entry to a system you release at least two drones, with one running FlyFree and the other running Interdict. FlyFree will attempt to polish off any Outies currently present and then return to protect your scout, while Interdict will orbit while waiting for the appearance of any Outie fleets, which happens more frequently than you might think towards the End Game.

MISSILES

The proper use of missiles basically comes down to a couple of don'ts.

Don't attempt to use missiles on Outie craft below the size of a bomber, 'cos the little buggers will dodge.

Don't use missiles on any Outie craft within about 4 squares of your position. If you are using the Shafter warhead, the gravitational field that it generates will almost certainly catch your Scoutcraft too, and then it's goodnight sweetheart.

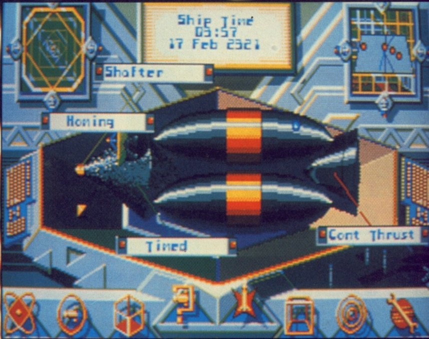
The most crucial skill in the arcade section is the proper use of the radar, remember that you may shoot Outies before they appear on the Grid, and the further away they are when you get them the less likely they are to get you.

TACTICS

In this case tactics is a question of making sure that your ships are equipped adequately to suit all stages of the game. As the game progresses the Outies will begin to seed more and more systems with VarSing generators. So by this stage you had better have obtained a Black Globe generator, otherwise your chances of galactic domination are, to put it mildly, slim.

It is also a good idea to buy yourself as soon as possible a Meson Cannon to replace the Bova Gun in slot 1 (move the Nova Gun to slot four, then when you've launched missiles it will

PLAY TO WIN



uccess depends upon the correct use of resources, particularly drones and missiles.

shuffle up to be accessible by the second fire button).

As a personal preference, I would also suggest replacing the Orion Drive in the second slot with a Bussard RamJet as soon as possible, since Orion is clumsy and slow.

STRATEGY

Since the original star cluster is generated randomly it is of course impossible to give any guaranteed strategy, I can't guarantee that I'll win and I *wrote* the game. However, follow the following hints.

COLONISATION

At the beginning of the game you will need to establish five or six colonies, otherwise you will not have enough revenue to begin the hunt for Outies in earnest. This may often be achieved merely by following the orders given by StarCom. Establishing colonies using the FlagShip allows you to keep your limited budget for other things. Remember FlagShip missions are free!

HUNT FOR THE OUTIES

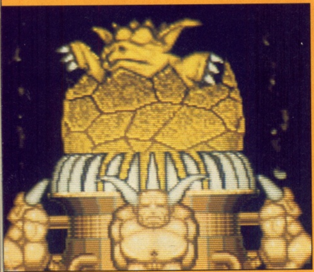
In stage two you should use most of your budget on Explore orders. The sooner you find the Outie's home base the longer you will have to get *them* before they get *you*. When considering where to explore I would suggest that you start at the sector furthest away from StarCom, and move in a logical order toward your base.

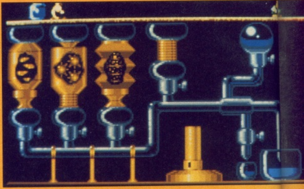
As you discover Outie colonies you may find it worthwhile to take them over, if you can keep the Outie budget low you will slow them down. Always, if you find a Outie Fleet, take it out — if your arcade skills are up to it I would suggest doing it yourself, to free your other Scouts for exploration and conquest.

REMOVING OUTIE HOME BASE

Firstly, if you have enough Scouts left send in five or six to soften up the Outie defence forces. Immediately after issuing these orders set up in your Tool Tubes 3 RED's set to 'GAS IGN'. When two or three of your marauding fleets have arrived in system go there yourself. Head towards the second singularity in the system shooting anything you have to but avoiding as much trouble as possible. If in doubt run away. When you reach the second singularity hover just outside the event horizon and wait until an Outie comes to get you. Shoot him and immediately drop an RED. Run away (on no account fall into the singularity). Should this fail the first time you still have two RED's pre-programmed so try again. If you don't screw up you should then win.

Searching for success.





SPELLS are definitely the most complicated feature. We found the best way to mix the ideal spell was to work it out on paper first. Write down the appropriate regents, how they are applied and whether they are heated or not. Try to sort out a number of useful spells, for example something that will increase the strength and health of your dragons.

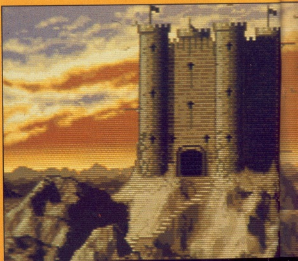
DRAGONS BREATH

Swords, sorcery, slaughter and spells. It's a cut throat world out there. To survive you could may well be needing a helping hand, or even better CU's very own rough guide to breeding and rearing dragons.

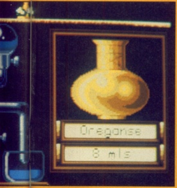
DRAGONS. Don't worry too much about the lizard's intelligence — if you're going to be playing the arcade game the dragon's IQ is equivalent to your skill with the joystick. On the other hand, if your raids are computer-controlled make sure you have a high intelligence rating.

Having a potion to hand that will top up a dragons strength is a better option than spending half a year waiting for them to heal naturally. Unfortunately, strength potions have their side-effects and can severely limit a dragon's intelligence, although this can be counteracted with yet another heady brew.

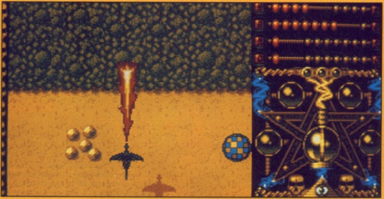
Estor vs Falsor



PLAY TO WIN



It's also useful to concoct potions to counteract any side effects, as it is almost impossible to brew something that will have a perfect effect over all categories.



ARCADE GAME. Although you don't actually have to play this, it breaks the game up a bit more. It's risky attacking any defence points or flying objects. Aim mainly for houses and barns, not only do they burn better but it causes more damage to the local population.

Don't double back in a heavily defended area. Your dragon can't take too much damage, so be careful. Don't stop, and don't overuse your flame.

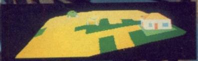
GENERAL. Search every location. Remember the object is to find the pieces of the talisman, not to destroy the local countryside. Think out every move and how it will effect your cash flow. Lastly, don't be soft on anyone. Just because a town has a similar name to a place up the road from you is no reason not to burn it to the ground or threaten it.

PROFIT is essential. There's no way on earth you can keep going with empty coffers. Early in the game it's worth conquering small villages and setting a low tax rate. When you have enough dragons, conquer a large village and leave a guard there. This lets you set a high tax rate without causing the peasants to revolt.

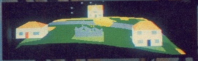
If you haven't got much money, check through your news files and find villages which are at war with each other. Send a dragon out to attack the smallest village and, if the raid is a success, you not only claim the village for yourself but you'll get a reward, too.

Balance your budgets so you don't spend too much on spell ingredients and heating bills. Concentrate on conquering and searching villages — and don't let your enemies take anything from you.

CONQUER



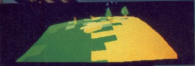
A typical fast strike



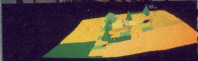
Holed up in a village.

In general it's best to strike as hard and as fast as possible. Using a computer gunner, it's best to storm past enemy tanks firing as rapidly as possible. If you really want to go for the kill try to get round the back of tanks where their armour is weakest.

In the long run you will be overpowered by the sheer weight of your opposition. If the situation is bleak take control of a small tank and try to take out your enemies with fast strikes. Inevitably, you'll succumb to greater numbers, but at least you can take a few with you.



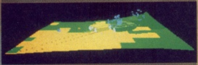
Instead of constantly referring to the map try to leave markers. In this case being environmentally unsound a blowing away trees acts as a pretty good reminder that you've been here before.



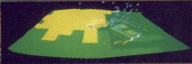
It helps to be familiar with the terrain. If your tank becomes damaged it's best to head for cover. A dense clump of trees offers protection from tanks and bullets. Keeping your head down will allow your tank to be repaired.

Fancy a spot of sight seeing in a 35-ton Sherman? 'Bombadier' Mark Patterson went Pontinental this month and drove in with these hints and tips

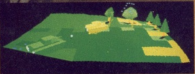
ROR



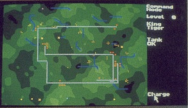
Getting your tank trapped by the enemy is always a problem. The best way to get out of this situation is to reverse out turning the joystick away from the opposing tank, and don't let up with your gun fire.



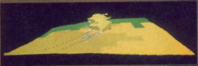
As soon as you've broken free turn tale and run. Keep your gun pointed towards the enemy and flee towards higher ground.



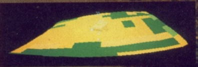
Run to the hills! Keep a weaving path until you reach cover. It's difficult trying to avoid trees but a good piece of driving will see you through. Usually the other tank will become trapped so it's just a matter of skirting round and opening fire.



In the strategy game refer to the map as much as possible. As this is as much a thinking game as an action game you need to keep your finger to the pulse. Check up on the positions of your tanks constantly. Pull them out of tight situations and always aim straight for your objectives.

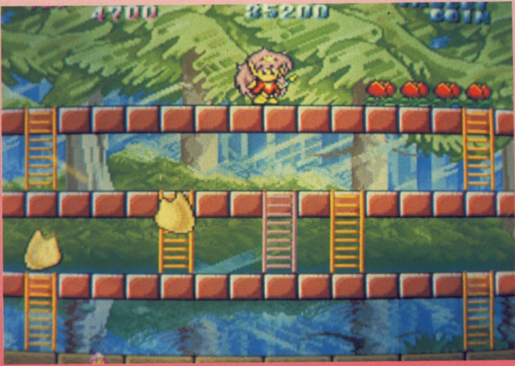


Small, fast tanks are ideal for crossing open terrain. They can avoid most confrontations by outrunning the enemy
Try to 'ride' along the incline of hills. This way if you're attack you can gain valuable speed driving down hill, or take up a defensive position.



Use pairs of heavy tanks when you think you're going to come across stiff opposition. This way you stand a better chance of crippling the enemy while your little tanks carry the battle to the targets.

ARCA


4700
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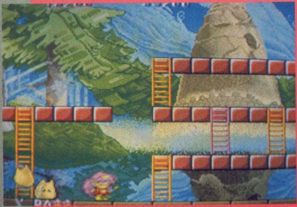
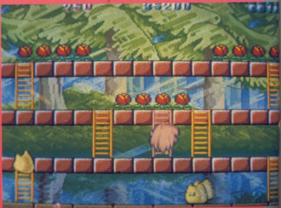
CREDIT
COIN

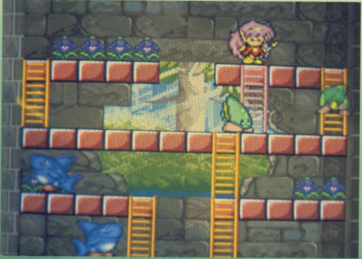
Those sharks look like you could play with them in the bath. Don't be fooled.



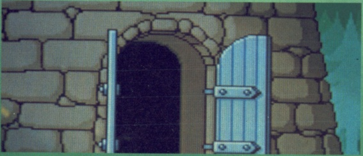
'T' gathers spring flowers to take to her to the next level.



T & J — best cute game since Rainbow Islands.



The Maboot's tower can be seen beyond the platform in the distance.



Entrance to the prison where the evil Maboot is holding your "Mom".

T & J

Jaleco

T and J are two of the cutest characters to come out of the Japanese games scene since Bub and Bob won the hearts of gamers in the completely brilliant *Bubble Bobble* and its equally excellent sequel — *Rainbow Islands*.

There seems to be an unwritten rule of coin-op development which states that the cuter the game the better the game play. This was true not only of early classics *Pacman* and *Q'bert* and the two Taito classics referred to above but more recently in *New Zealand Story*, *Toki* and now also in *T & J*.

Jaleco's *T & J* has already scored an enormous success in Japan where it has been converted to run on popular console systems. The graphics are unmistakably Japanese in character. Lots of their games star characters looking just like *T & J* — European features with huge, apple-like eyes. Why don't Japanese designers put oriental looking people in their games? Weird.

T & J's Mom has been kidnapped by the evil Maboot who has carried her off and incarcerated her in a tower in the centre of his castle. Our dynamic duo have to rescue her battling their way through several levels until they reach the tower and confront the Maboot.

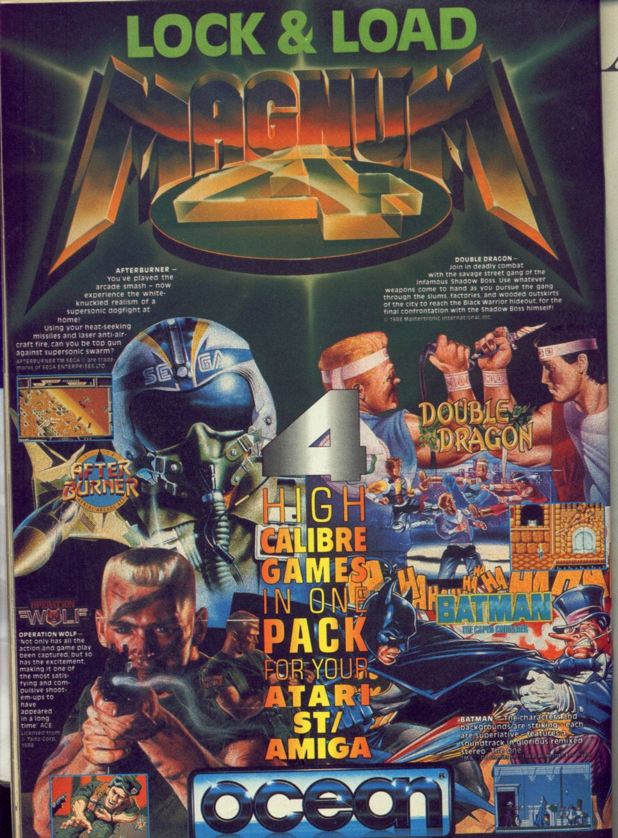
Each level is a separate platform challenge which has to be completed before the game will scroll on to the next part of the land of Maboot. All sorts of cutey pie nasties are out to stop you. Cuddly crocodiles that look more like inflatable toys than they do enemies, and big blue sharks all serve to give you the false impression that there is no danger here. Don't make the mistake of believing it as those crocs and sharks will kill you as soon as look at you.

But T & J are not defenceless. They have a magic rod which they can use to stop their enemies dead in their tracks, pick them up with it, and bash them on to the floor of the platform until the life is well and truly knocked out of them. Each platform is scattered with pretty flowers which T & J have to gather up before they are allowed on to the next level.

The game play is very similar to *Rainbow Islands* — the method and pace of travel being particularly reminiscent of Bub and Bob's second adventure.

T & J is sure to chalk up another arcade hit for Jaleco. It follows a strong tradition of pretty and highly playable Japanese coin-ops. A dead wringer for conversion to the Amiga. There is no reason why it shouldn't be another near-identical conversion to add to the Amiga's library.

GRAPHICS	88%
SOUND	78%
PLAYABILITY	85%
CONVERTABILITY	90%
OVERALL	89%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OPERATION WOLF – "Not only has all the action and game play been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-em-ups to have appeared in a long time" ACE

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ROBOCOP

Data East

A quiet revolution has been taking place in pinball. Whilst giant screen video games, hydraulics, and multi-screen games have been winning all the technical accolades in the arcades pinball has steadily been making progress — benefiting in particular from developments in CD sound.

Data East's Robotable is the most up-to-date pinball of them all. Your favourite metal copper talks to you in his own authentic version of Robospeak as you play the game. As well as the digitised speech there is a full musical score in digital stereo which is synchronised to run in tune with the action.

Apart from improving the frills the computerisation of pinball has added greatly to the playability of the game. Now much more of a strategic challenge — you have to study your table and aim for the correct features, in the correct order, if you are secure that elusive Replay. In the case of Robocop the mega points are earned by successfully leaping a ramp to capture the fugitives and earn a million points.

The play area is based on Delta City with a colour-coordinated play system to make it easy to follow. Three red criminals in a row, followed by four green and then on to the more difficult 'features'.

The flippers are a world first in design terms. Their solid state circuitry links them to an information system that explains the rules and objectives of the game. The new solid state flippers are also stronger and more reliable — guaranteed against that most annoying of pinball table maladies — 'wimpo' flipper. You must have come across this. Its when the flipper connections have become weakened and the flipper barely moves — lacking the strength to flip the ball back up the table.

All the major play features are illuminated when activated and accompanied by loud music and sound effects. Robomania is set to reach new heights this summer as the hype builds up for the autumn launch of Robocop II. This all augurs well for the Robotable which should achieve a wide availability. Check it out — its great fun and if you haven't played pinball for ages you will be amazed at the improvements. "You have twenty seconds to comply."

ROBOCOP
DATA EAST
DELTA CITY

Robocop features the world's first solid state flipper.

GRAPHICS	80%
SOUND	90%
PLAYABILITY	89%
CONVERTABILITY	50%
OVERALL	85%

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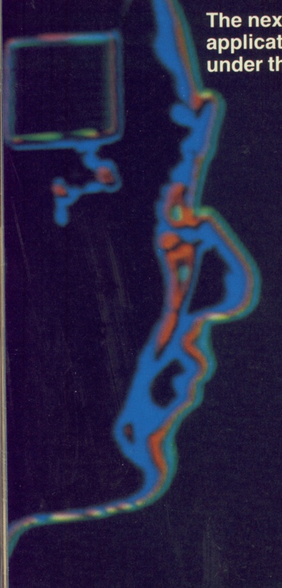
NEURAL SY

The next generation should see the domi an applications. Some of the leading talents h th under threat. Rik Haines takes a look at a pos



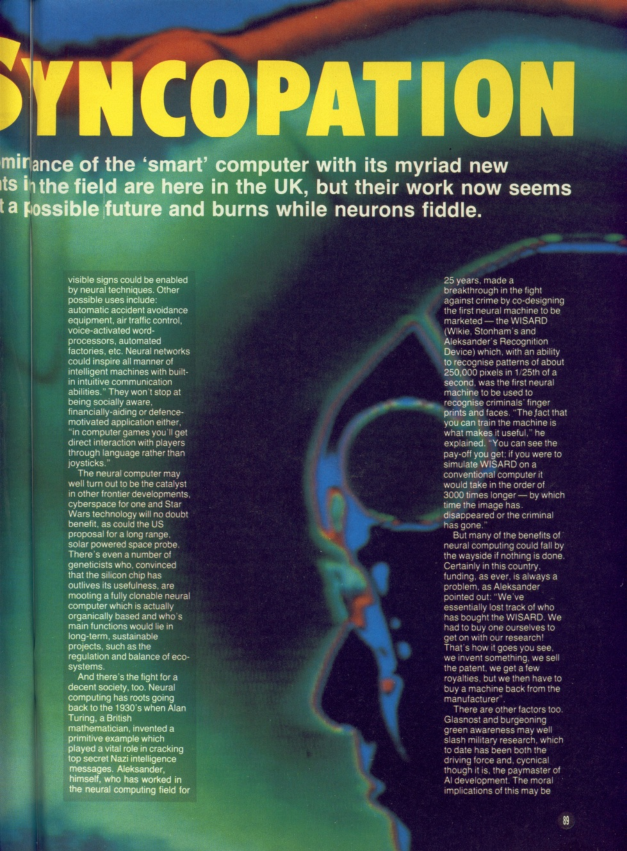
The Neural micro of near future is a matt black deck indistinguishable from your CD player, hi-def TV or microwave. There's no need for a keyboard because you communicate with each other using normal spoken language. Nobody programmed your micro, it learned to live with you. It can even predict your wants and needs. As a friend and teacher, your micro is interconnected with every aspect of both your personal life and environment. Science fiction? Not any more.

AI as a catchword has been shooting toward the mainstream over the past few decades. No longer just the pipedreams of the sci-fi reader, the idea of the hyperintelligent, neural computer is a practical possibility. Its most popular incarnation has been set in the future — the HAL computer in '2001'. But gorged by the funds of Pentagon expenditure, the neural computer made it's debut over a decade ago — in the guise of 'smart' missiles and satellites, and guidance systems for lunar probes. But, as we shall see, it's only now that we approach the new century that some of its more outlandish uses will come into existence — and the race is on to find out who will use them first.

But what *is* neural computing? Connectionism, Neural Networks, Parallel Distributed Processing — these are just a few of the buzz-phrases used to describe the electronic brain. Neural nets are composed of computers which work in tandem. They're inspired by the cellular networks of the living brain, and they're based on brain-like learning as opposed to traditional computing based around programming. Neural nets grow 'intelligent' by gathering information through 'experience' just as humans do. Also, neural networks have long been connected with the technology of Cybernetics (the communication and control of people and machines). Neural computing derives its name from the fundamental cell of the living brain: the neuron, the node of the brain which gives humans their adaptability.

Igor Aleksander, Professor of Neural Systems Engineering and Head of the Department of Electrical Engineering at London's Imperial College of Science, Technology and Medicine, is at the leading edge of this development. "There isn't a research facility in the world that isn't working on neural nets," he told us, "it's the fastest area of research in computing at the moment."

"Neural nets have almost limitless applications, in industries as diverse as defence, finance and medicine. Eventually they'll touch every aspect of your life. For instance, a blind person could ask for an audible description of the objects in a room. The deaf could be aided by intelligent displays, the development of automatic translators from speech into



SYNCOPATION

minance of the 'smart' computer with its myriad new
ts in the field are here in the UK, but their work now seems
t a possible future and burns while neurons fiddle.

visible signs could be enabled by neural techniques. Other possible uses include: automatic accident avoidance equipment, air traffic control, voice-activated word-processors, automated factories, etc. Neural networks could inspire all manner of intelligent machines with built-in intuitive communication abilities." They won't stop at being socially aware, financially-aiding or defence-motivated application either, "in computer games you'll get direct interaction with players through language rather than joysticks."

The neural computer may well turn out to be the catalyst in other frontier developments, cyberspace for one and Star Wars technology will no doubt benefit, as could the US proposal for a long range, solar powered space probe. There's even a number of geneticists who, convinced that the silicon chip has outlives its usefulness, are mooting a fully clonable neural computer which is actually organically based and who's main functions would lie in long-term, sustainable projects, such as the regulation and balance of eco-systems.

And there's the fight for a decent society, too. Neural computing has roots going back to the 1930's when Alan Turing, a British mathematician, invented a primitive example which played a vital role in cracking top secret Nazi intelligence messages. Aleksander, himself, who has worked in the neural computing field for 25 years, made a breakthrough in the fight against crime by co-designing the first neural machine to be marketed — the WISARD (Wlkie, Stonham's and Aleksander's Recognition Device) which, with an ability to recognise patterns of about 250,000 pixels in 1/25th of a second, was the first neural machine to be used to recognise criminals' finger prints and faces. "The fact that you can train the machine is what makes it useful," he explained. "You can see the pay-off you get; if you were to simulate WISARD on a conventional computer it would take in the order of 3000 times longer — by which time the image has disappeared or the criminal has gone."

But many of the benefits of neural computing could fall by the wayside if nothing is done. Certainly in this country, funding, as ever, is always a problem, as Aleksander pointed out: "We've essentially lost track of who has bought the WISARD. We had to buy one ourselves to get on with our research! That's how it goes you see, we invent something, we sell the patent, we get a few royalties, but we then have to buy a machine back from the manufacturer".

There are other factors too. Glasnost and burgeoning green awareness may well slash military research, which to date has been both the driving force and, cycnical though it is, the paymaster of AI development. The moral implications of this may be

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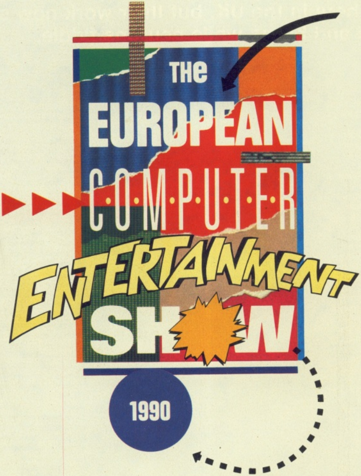
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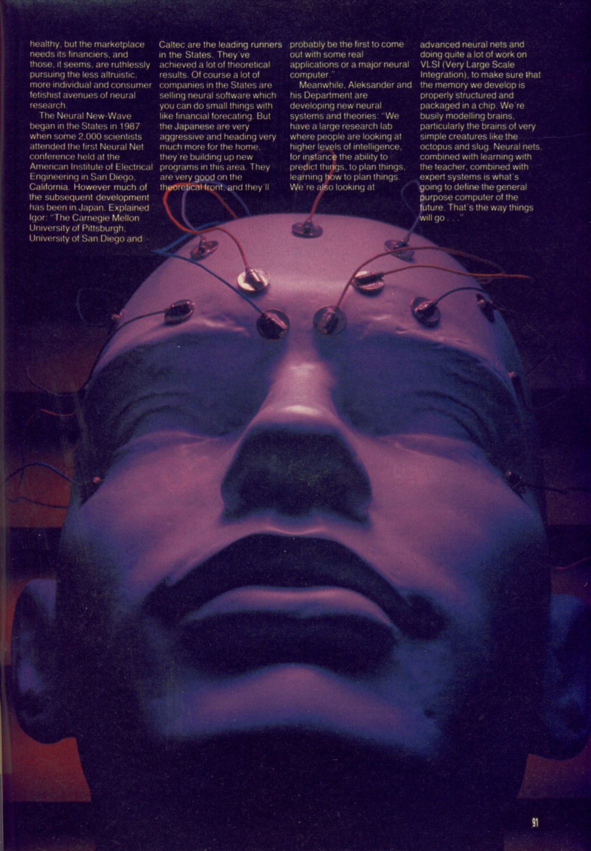
healthy, but the marketplace needs its financiers, and those, it seems, are ruthlessly pursuing the less altruistic, more individual and consumer fetishist avenues of neural research.

The Neural New-Wave began in the States in 1987 when some 2,000 scientists attended the first Neural Net conference held at the American Institute of Electrical Engineering in San Diego, California. However much of the subsequent development has been in Japan. Explained Igor: "The Carnegie Mellon University of Pittsburgh, University of San Diego and Caltec are the leading runners in the States. They've achieved a lot of theoretical results. Of course a lot of companies in the States are selling neural software which you can do small things with like financial forecating. But the Japanese are very aggressive and heading very much more for the home, they're building up new programs in this area. They are very good on the theoretical front, and they'll probably be the first to come out with some real applications or a major neural computer."

Meanwhile, Aleksander and his Department are developing new neural systems and theories: "We have a large research lab where people are looking at higher levels of intelligence, for instance the ability to predict things, to plan things, learning how to plan things. We're also looking at advanced neural nets and doing quite a lot of work on VLSI (Very Large Scale Integration), to make sure that the memory we develop is properly structured and packaged in a chip. We're busily modelling brains, particularly the brains of very simple creatures like the octopus and slug. Neural nets, combined with learning with the teacher, combined with expert systems is what's going to define the general purpose computer of the future. That's the way things will go . . ."



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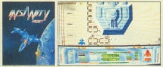
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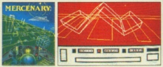
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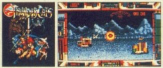
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Do you already own a computer
If so, which one do you own?

tommy's TIPS

TV stills

● I own an Amiga and am interested in digitising, but at £250 for a digitising camera I'm not sure. What about the Canon RC-250 Still Video Camera (in Sept page 96)? Is there an art program that can digitise with this. What would be the name of the program? Can you connect a normal video camera to the computer, how much is the camera and when will it be released in Australia?

Michael Gavin,
Australia.

The Canon RC-250 is suitable for use with a digitiser. It stores the video picture on its own internal disk and these pictures can then be downloaded to a TV or monitor or, in the case of the Amiga, a digitiser device. It takes a single frame at a time, but unless you use an expensive real-time colour digitiser you will need to take the three separate pictures using a colour filter wheel. The digitising software in a program like Digi-View Gold then combines these three pictures into a single colour image. You can use a paint program such as Digi-Paint or DeLuxe Paint II to modify, print or manipulate the stored picture. One of the problems with a still video camera is that it will set you back about £500 (in UK at least), whereas a reconditioned B&W video camera, such as is used with TV surveillance systems, can be picked up in the UK for under £100. I can't say what the price would be in Australia, but the same sort of thing ought to be available there as well. As for the digitising program, that is around £130 in UK, and the paint program will be a further £70 or so. So, even with a cheap camera you are still going to have to fork out the equivalent of about £300 to start digitising.

Grabbit

● I have a few questions concerning the Amiga. I know it is a wonderful machine, but there are a few things I need to know before spending my hard-earned money. About monitors, my local computer shop has three types, the 1084, 1084S and an ANCONA. Which of these monitors is the best? Next question about utilities for graphics. I know that there is a program called GRABBIT which captures pictures of the screen and saves them to disk. Can it capture pictures from commercial disks such as Operation Thunderbolt and, if so, can I work with these pictures in De-Luxe Paint III? Is there a utility that lets you grab sprites from games and can these be altered in D-Paint III, since I hear that this has an animation facility? My father would like to know if there is a way he can use Wordperfect on the Amiga and transfer files so that they can be read by an IBM on a 5.25" floppy disk without using Sidecar? He only uses Wordperfect and thinks it is a waste of time keeping his IBM for that alone. Finally, what is the best printer for printing coloured pictures and also readable text?

Arno Jellema,
Holland.

WOW, all the 64-thousand dollar questions in one letter, eh! The answers, from the top: The 1084 and 1084S are the same, except the 'S' version has two speakers and therefore gives stereo sound. As for the ANCONA, I've never heard of it! If it allows you to display all 4096 colours, has stereo sound and is cheaper than the 1084S then go for it, otherwise buy the 1084S. GRABBIT will work on virtually any screen from any software, since it works in the background and is called up by a 'hot-key' combination. Obviously I cannot vouch for any given program, but I haven't heard of any that it doesn't work with. The picture that it stores can be called up and used by any of the standard paint programs and certainly D-Paint III. There is no program that I am aware of that lets you specifically grab sprites, but if they appear in the 'grabbed' picture then you can turn them into brushes using the paint program and manipulate them as with any other 'brush' image. However, the animation facility lets you set down the brushes in sequence and then replays the complete cycle, or you can set 'way-points' and let the program fill in the movement in between. Either way, the animation is a powerful reason for buying D-Paint III. There is a version of Wordperfect 4.2 available for the Amiga and you can obtain a 5.25" disk drive which will allow you to load and save IBM format data files. Sidecar was purely for the A1000 and was for running IBM programs with the Amiga; you don't need it just to read data. Finally, the best value for money printer for both text and graphics is probably the STAR LC-10C.

Green fingers

● I work as a landscape gardener and I am looking for a garden design program or package, either a commercial one or as a public domain disk. I have an Amiga 500 with one Mbyte of RAM and a STAR colour printer and would like a program that utilises both of the latter upgrades. If you could give me the names of any such programs with the details of the suppliers I would be very grateful.

Jon Williams,
Romford.

I very much doubt that you are going to find a particularly specialist product like that in the Amiga software list, since the demand is likely to be fairly small. However, there is no reason why you should not use either one of the many CAD (Computer Aided Design) programs or even one of the paint programs. Both will allow you to draw set 'objects' such as a flower-bed etc and then scale them, rotate them, and finally position them. Once your design is set up it can then be printed, in colour using the STAR LC-10C, for showing to the client. Suitable programs are X-CAD (Designer or Professional) or any of Digi-Paint, DeLuxe Paint or Photon Paint. For availability and prices, try Precision Software on 01-330 7166.

Relaying

● I would like to be able to link up my AS500 to 8 relays so that I can control external devices such as motos etc. I would appreciate it if you could supply a diagram of the connections required and the list of pokes needed to activate the relays. Also, is there any risk of damaging the internals of the Amiga whilst carrying out this procedure? Finally, is there any great advantage in investing in a modem? What can you actually do with one and how much could I expect to pay?

J. Aliaga,
Australia.

First of all, it is a mistake that you can treat the A500 just like a C64 when it comes to connecting relays etc, controlled by POKEs. The A500 is a multi-tasking machine, which means that you cannot sieze control of output ports in quite the cavalier way you could get away with on the C64. Secondly, there is no equivalent of the C64 User

Lucky for Tommy they haven't invented the tin opener yet.

Port; you will need a relay control board, similar to those available for the IBM PC computers. You may be able to get hold of an external relay board in Australia, which will connect to either the parallel or serial port, but expect to pay the equivalent of around £250. With regard to a modem, it allows you to communicate with other computers over the phone lines. You will need some communications software to drive it as well, particularly as the Amiga does not allow split baud rates (that means transmitting and receiving at different rates). Software prices range from around £30 to over £100, while a modem, depending on transmission speed options and facilities could be anything from £80 up to £600.

Six of the best

● I'm the proud owner of an Amiga A500 & a former C64 owner. Here's some questions that I would like you to try and help me with.

1. Is it possible to enhance the highest resolution from 640 X 400 to 1000 X 1024? Will I need any hardware? This is where the IBM is getting better all the time!

2. It is possible to expand the Amiga's RAM beyond 8 megs to say, 16MB of RAM by using a 32-big CPU?

3. What about a 1.2MB 5.25" and 1.44MB 3.5" disk drive for the Amiga. Is it possible to produce such addons? Where can I buy one?

4. Is it possible to have more than 4096 colours if you have a 1 meg machine?

5. Is it true that an Amiga 2500 exists, and is it any competition for the IBM.

6.Is the PC transformer 100% IBM compatible? Do I need any hardware to run PC software on my A500?

Mike Erasmus,
South Africa.

First answer, no you can't get 1000 X 1042 on the A500. In thoery the Amigas RAM addressing can be expanded to 16MBytes and there is a chip based on a 68020 which would allow this, but forget it for the A500. Apart from the cost (lots!) it is primarily intended for super fast applications running of the A2000 series.

Similarly there are both 1.2 Mb and 1.4 Mb drives available for the A2000 for use with the AT bridgeboard to give full IBM compatibility —forget them for the A500. You cannot have more than 4096 colours even with 1 Mbyte of RAM because that is the maximum possible using the currently allocated number of bits in the colour plane registers.

As for the A2500, this was unfortunately an 'Alice in Wonderland' machine — always available tomorrow, but never today! It now seems tht the next Amiga will be an enhanced version of the A2500 spec, using a fast (25 Mhz) 68030 processor and with the so called 'Enhance Chip Set', to give even more stunning graphics. It may even use a full 32-bit RAM address to give a possible 4 Gigabytes of memory (how many can actually afford that much memory is beside the point). Definitely a machine to give the latest IBM a run for its money. How much? If you need to task, you certainly can't afford it.

There is no way of getting 100% compatibility for IBM software on the A500 — you need an IBM processor to really get close to 100% and that's why the A2000 was released with AT and XT bridge boards.

Avid assistance

● As an avid Amiga user and regular reader of your magazine, I am pleased to be able to assist your reader (B. L. Patterson, Sheffield) who wrote to you in the Jan issue concerning the 4241X modem. My company, GPT, manufactures the 4241X and I will be happy to supply him with a handbook. Please could you ask him to ring me on 0602 432760 and I will forward it to him. He will, however, need to contact his local British Telecom office prior to connecting it to a domestic exchange line.

Brian Burke,
Nottingham.

Thank you very much Mr Burke for your kind offer. We have received a number of enquiries recently about modems that readers have acquired without any documentation, but with often only a type number to go on it is very difficult to offer much practical help. Modems for the Amiga normally need to be asynchronous, with V21 & V23 as the minimum options. Auto dial/auto answer is an advantage. If you are offered a modem without documentation, try to check if it at least supports the above minimum as it could save disappointment later.

Text block

● I have a problem for over three months now. I want to change some text in some bootblocks, but if I change the text with a utility program (e.g. DiskX or Diskworkshop) the disk won't start up again. If I write other sectors back to disk they work perfectly. I have read in a book called 'Amiga Intern' that a normal sector has its checksum at long word 5. I know that the checksum of a bootblock starts at byte 5, longword 1, after the DOS message 44,4F,53,00,??. Please could you explain how to calculate the checksum and other important things when writing back a bootblock to disk.

Marcos Schoots,
Holland.

One of the problems with playing around with bootblocks is that some of the software companies use an error code as a means of preventing copying. Therefore if you remove the error by re-writing a completely correct block, including the checksum, then the disk still won't load because it will no longer produce the same error code. Many viruses stop games disks loading, by overwriting the bootblock or making changes to it, with predictable consequences. This is a spin-off of the virus in many cases, rather than the prime purpose of it. If you still want to play about with bootblocks, then use a disk utility that calculates checksums for you. 'Project D' handles three different types of checksum: sector sum, bitmap sum (used when the block is part of the Block Allocation Table) and boot sum. Not only will this save a lot of laborious calculation, but it will avoid easy to make errors as well.

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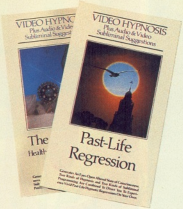
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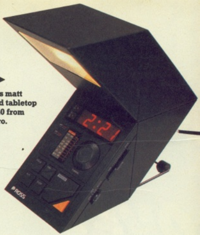

A FISTFUL ▼

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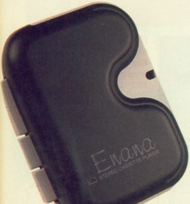
Emana
STEREO CASSETTE PLAYER

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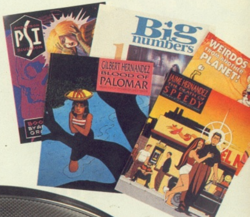
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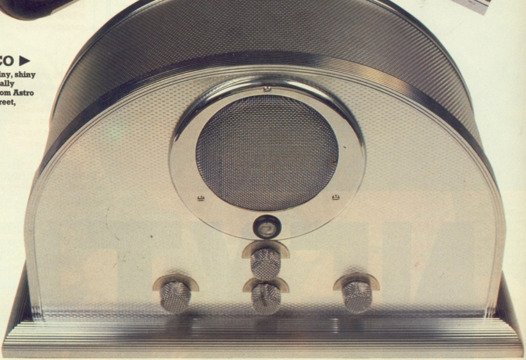

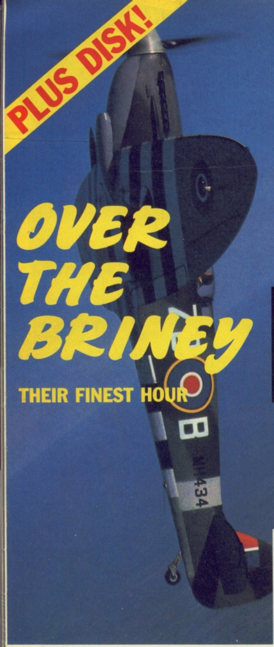

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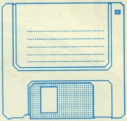

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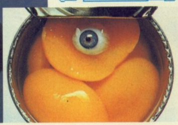

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